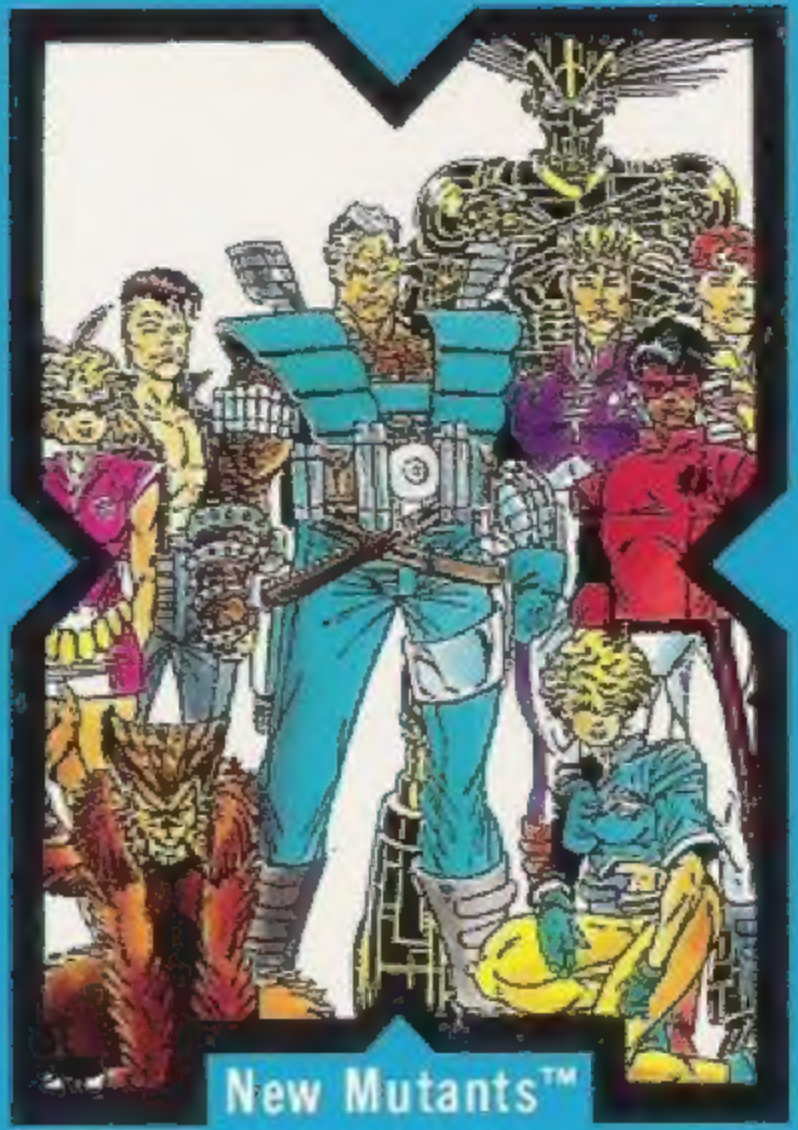


New Mutants™

X-FORCE trading cards

1 NEW MUTANTS

The New Mutants started out as a team of young superhuman mutants first led by Professor Xavier, then Magneto and now the mysterious Cable. In the past, Xavier taught the young mutants control and proper use of their powers. Today, Cable is training a transformed older team into using its powers more aggressively against its foes. He is transforming the New Mutants into the new X-Force.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

The Vulture™

X-FORCE trading cards

2 THE VULTURE

Flying through the blue skies is the winged criminal, the Vulture, a jailbird who has just broken out of prison. With the assistance of the Tinkerer, the Vulture plans a fellow criminal's escape from the authorities.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE trading cards

3 THE PLAN

Aware of the Vulture's plan, two young mutants, Rusty Collins and his female friend Skids, race to the Albany courthouse to stop the Vulture and his ally, the Tinkerer, from freeing the explosive criminal Nitro, who is on trial.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

4 ESCAPE

Swooping in and grabbing the container from the Albany courtroom in which Nitro is encased, the Vulture flies to the roof, where the Tinkerer assists in Nitro's escape.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE trading cards

5 NITRO

Skids and Rusty try to intervene as the Vulture takes Rusty to the air to fight. While on the ground, Skids contains the explosive Nitro with her deflection field and causes him to shatter his own molecular bonds.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE trading cards

6 FREEDOM FORCE

After the Vulture and the Tinkerer are in police custody, the government watchdog, Freedom Force, moves in to return the two young injured heroes to an unjust prison sentence.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

Rusty & Skids™

X-FORCE trading cards

7 RUSTY AND SKIDS

Until Rusty and Skids are released by the authorities, bombs are being exploded all over the city by a new terrorist group called the Mutant Liberation Front.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

8 CABLE

The new leader and teacher of the New Mutants appears on the scene.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

The M.L.F.™

X-FORCE trading cards

9 THE M.L.F.

The criminal terrorist group, called the Mutant Liberation Front, bombs a secret energy research station to demand the release of Skids and Rusty.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

10 DARK VALKYRIE

Danielle Moonstar has been transformed into a Dark Valkyrie, a servant of the death goddess, Hela. Dani wields a most potent weapon, the cursed sword, which she intends to use on the father of Asgard, Odin.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

11 GOING HOME

After the New Mutants have assisted in stopping Hela, they plan their trip back to Earth.

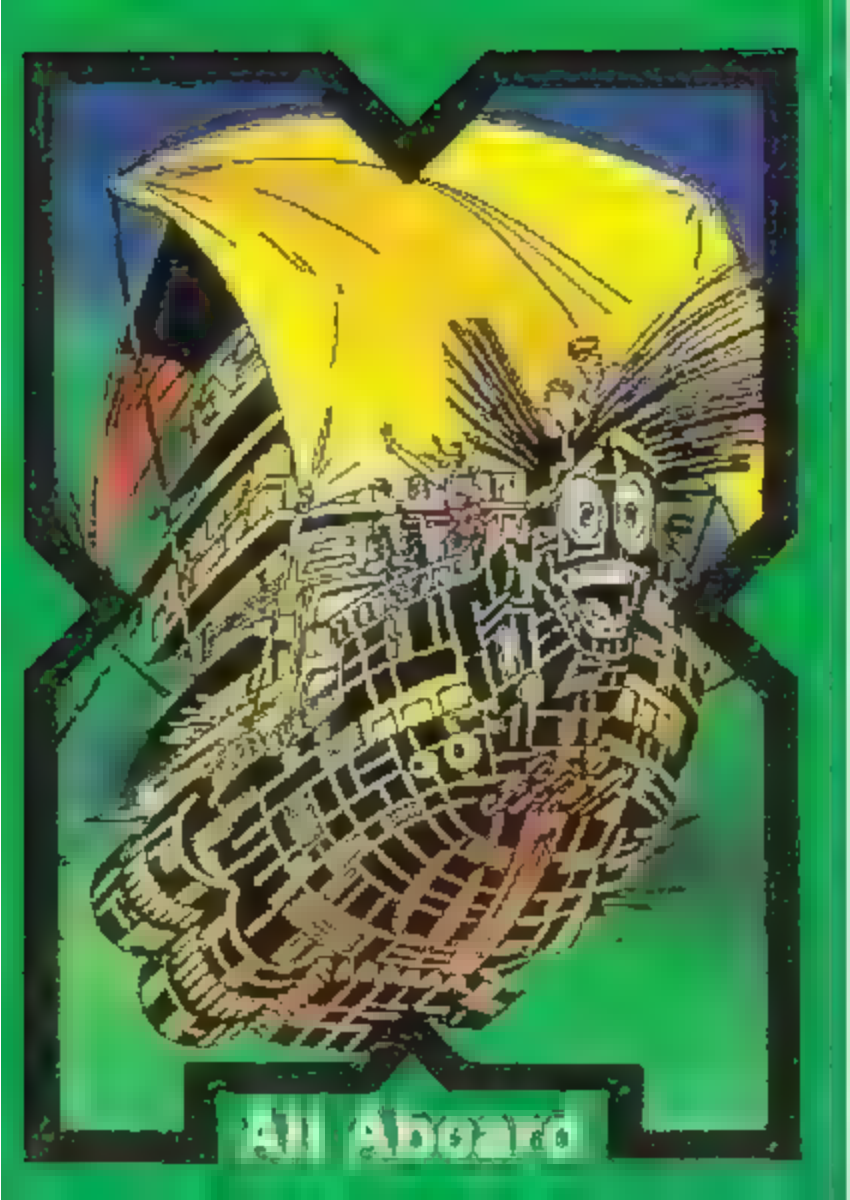
X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

12 I'M STAYING

Dani has reverted back to being a good Valkyrie, after Hela's defeat She feels she must stay in Asgard to right any wrongs she has caused instead of returning to Earth

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

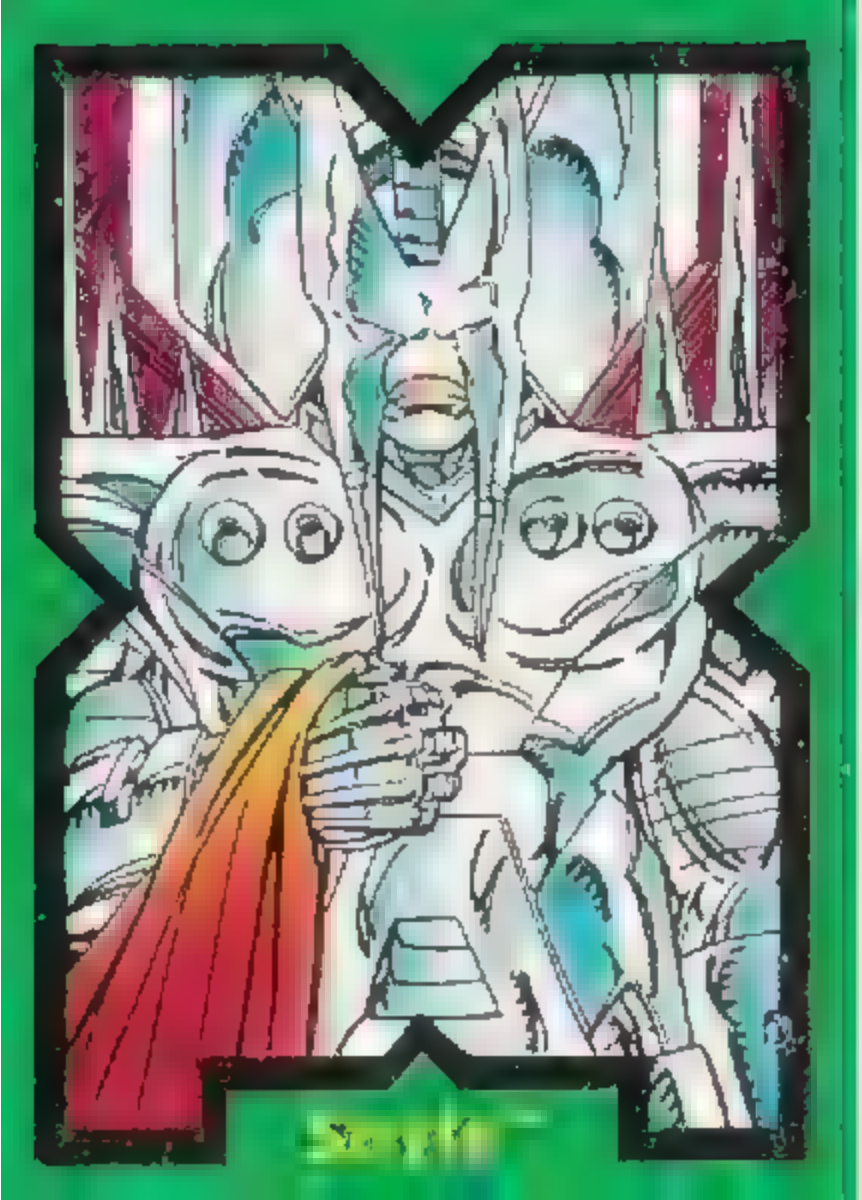


X-FORCE trading cards

13 ALL ABOARD

The New Mutants set sail upon their teammate Warlock, who has shaped himself into a ship to carry his friends through space.

X-Force™ & © 1991 Marvel Entertainment Group Inc. All rights reserved.

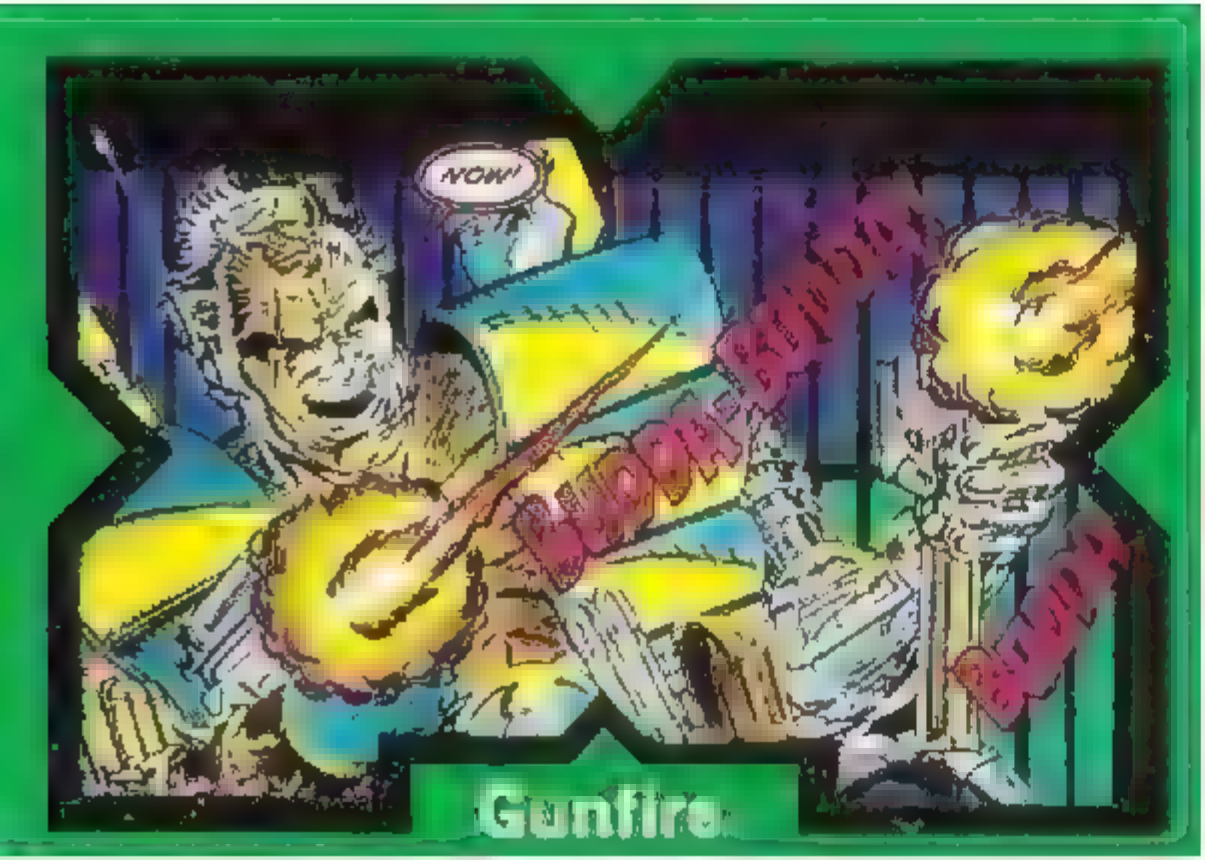


X-FORCE trading cards

14 STRYFE

At the headquarters of the Mutant Liberation Front the group's leader, Stryfe orders them to rescue Rusty and Skids.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved

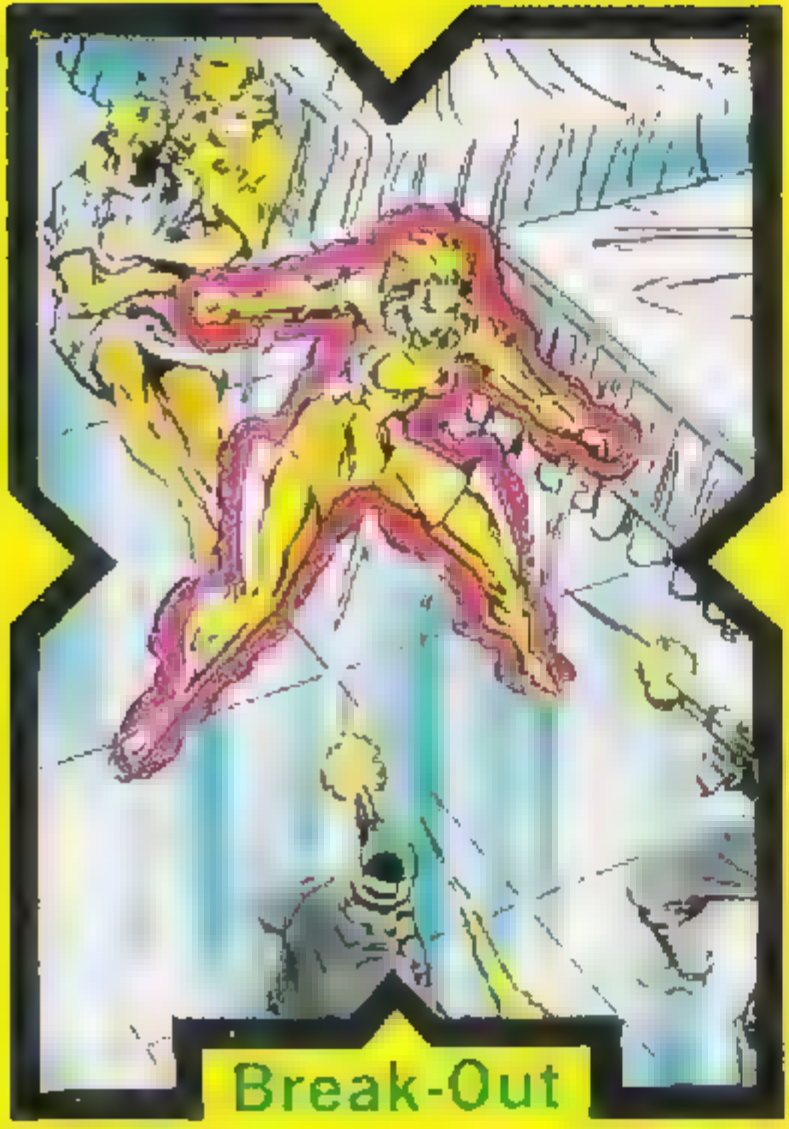


X-FORCE
trading cards

15 GUNFIRE

While the Mutant Liberation Front attempts to free Rusty and Skids, Cable intervenes with gunfire.

X-Force™ TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

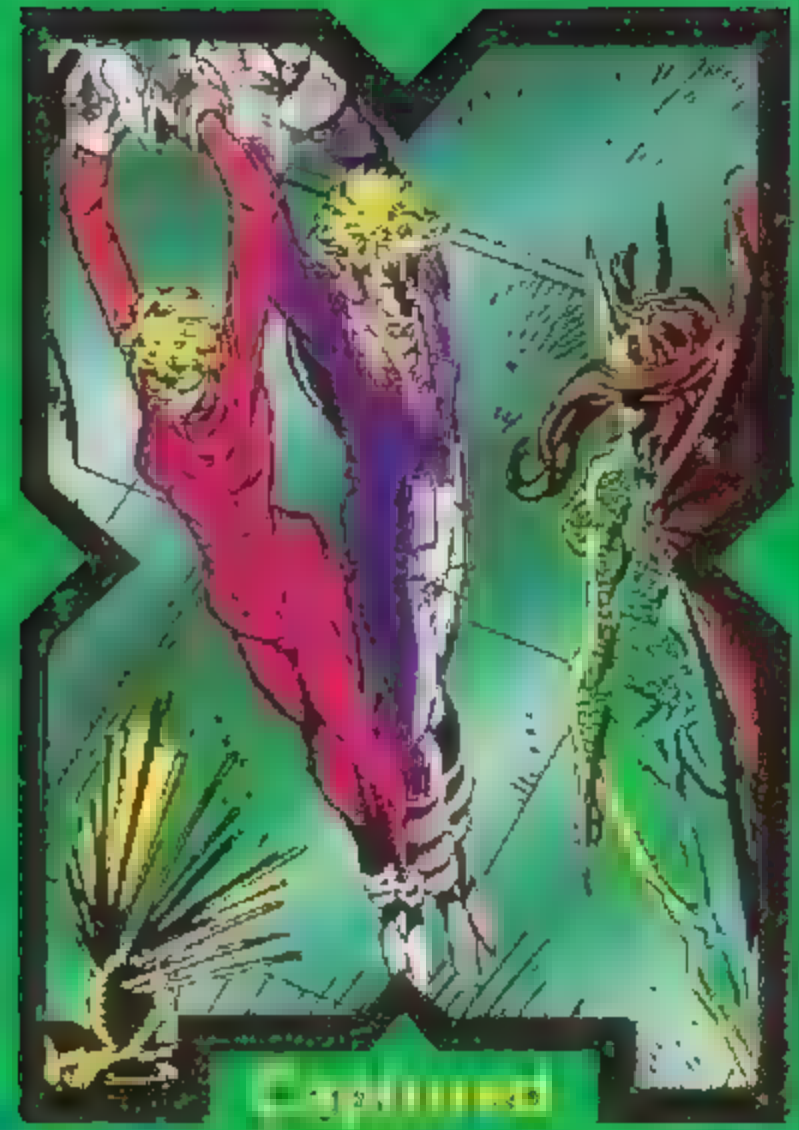


X-FORCE trading cards

16 BREAK-OUT

During the rescue of the two young mutants Rusty gets shot by one of the guards. This act convinces Skids to take Rusty and go off with the Mutant Liberation Front.

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

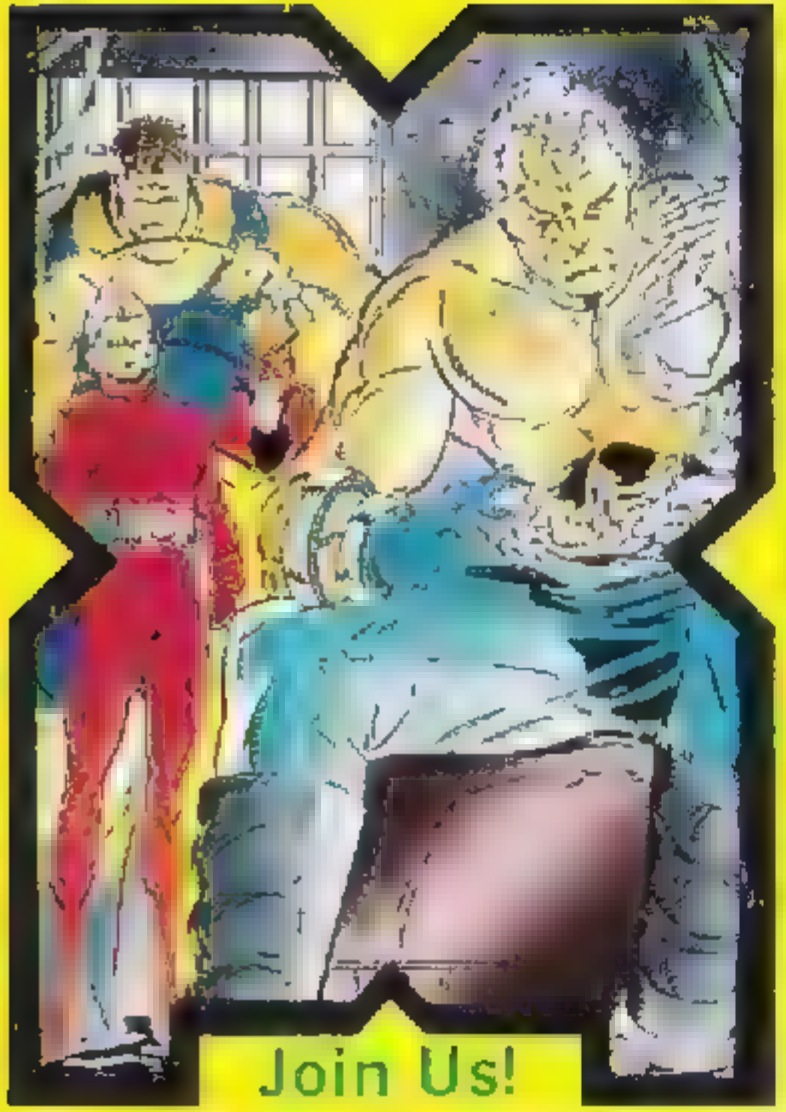


X-FORCE trading cards

17 CAPTURED

After battling the Mutant Liberation Front, Cable is captured by the Federal government. It is then revealed that he had worked for the government before going off on his own.

X-Force TM & © 1991 Marvel Entertainment Group Inc. All rights reserved.

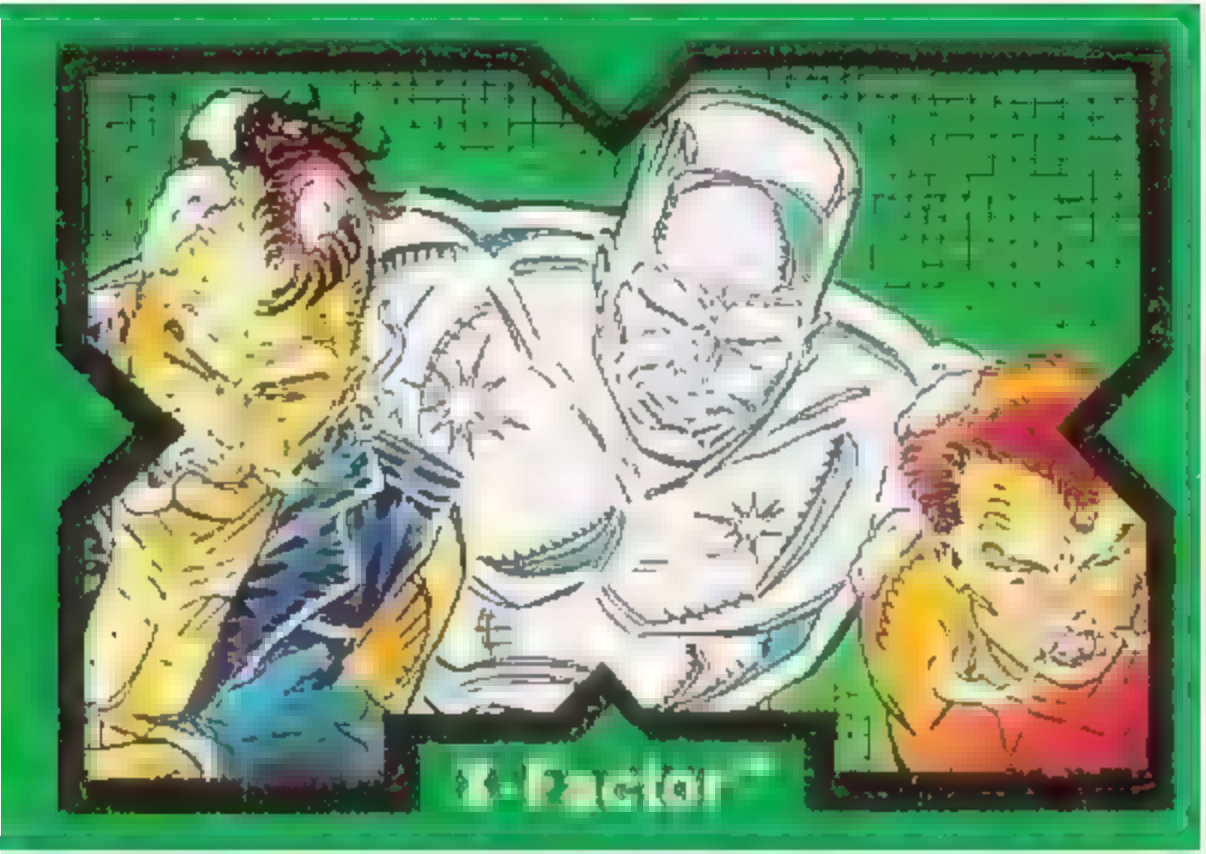


X-FORCE
trading cards

18 JOIN US!

While Cable is in custody, members of Freedom Force demand that he join their group.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE
trading cards

19 X-FACTOR

In Manhattan, the New Mutants approach X-Factor's ship. As they are greeted by its members, X-Factor informs the New Mutants of Skids' and Rusty's fates.

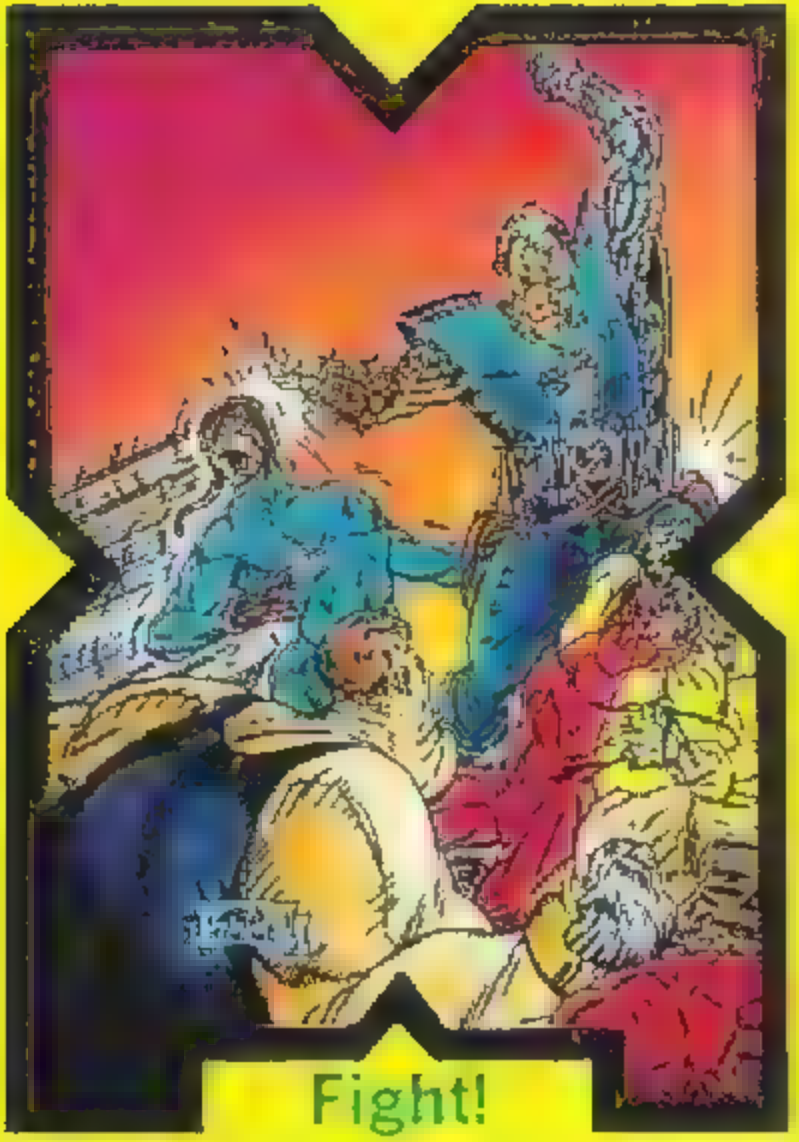
X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE trading cards

20 MYSTIQUE

After a scuffle with the guards, Cable escapes custody. Mystique, leader of Freedom Force, swears to send her group after him.

X Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



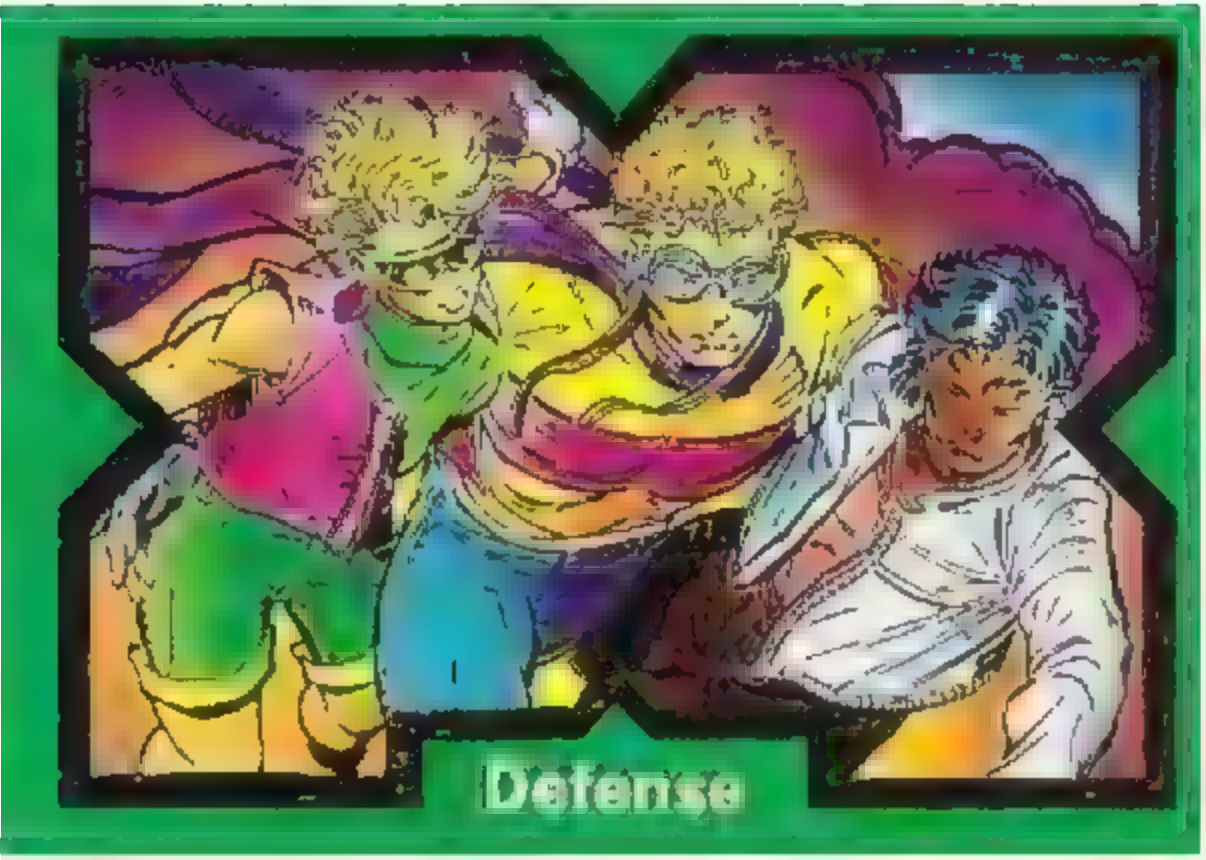
Fight!

X-FORCE trading cards

21 FIGHT!

Freedom Force follows Cable to Manhattan and attacks him in an alley. Members of the New Mutants pass by and see four against one, as they rush to Cable's defense.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE trading cards

22 DEFENSE

The Crimson Commando tries to arrest the young mutants, but they resist and he opens fire. Cable blocks the shot. Cable, acting as leader, and the young group of mutants defeat Freedom Force.

X-Force™ TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

23 NEW LEADER

The New Mutants learn from Cable that Rusty and Skids were kidnapped by the Mutant Liberation Front. He commits himself to be their new leader and begins preparing them for their future in the sub-levels of what is left of the Xavier School for the Gifted.

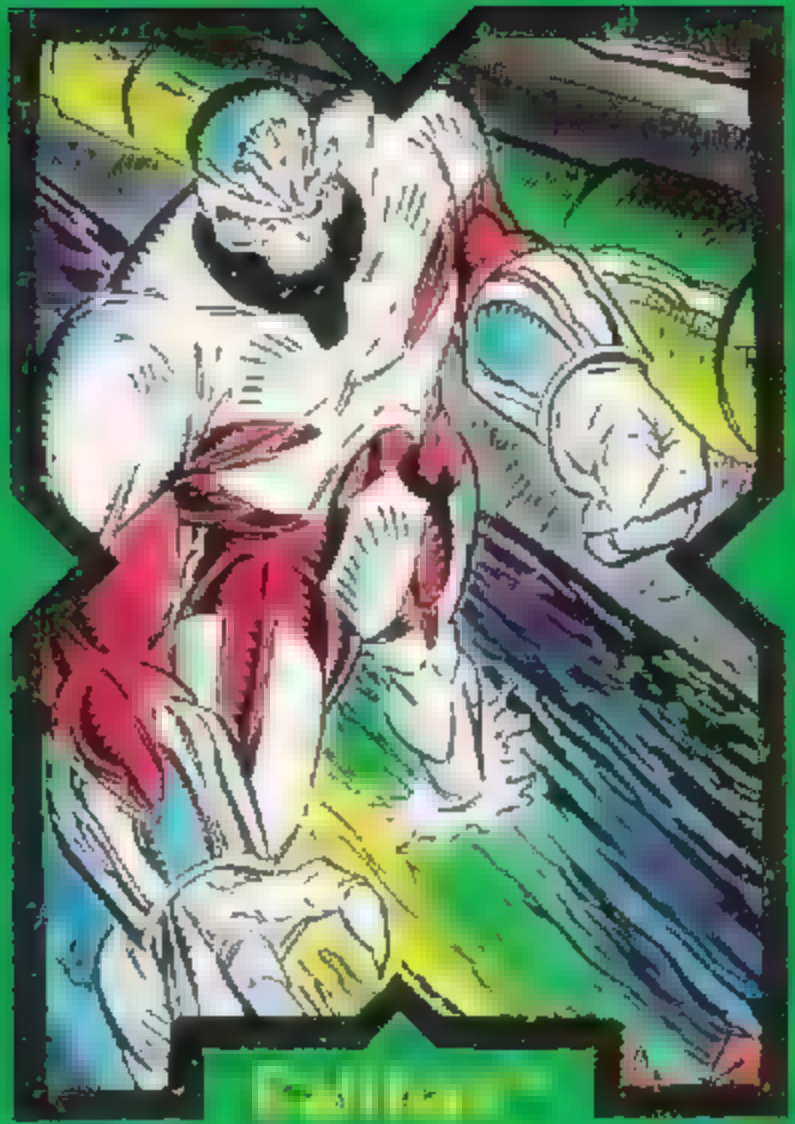
X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

24 SABRETOOTH

In the dark Morlock tunnels, Sabretooth has returned to finish killing any straggiers that his mutant killing group, the Marauders had missed

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE trading cards

25 CALIBAN

One Morlock, Caliban, has gained new and extra strength from X-Factor's enemy, Apocalypse. A tracker of mutants, Caliban has now returned to hunt down the murderer Sabretooth.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

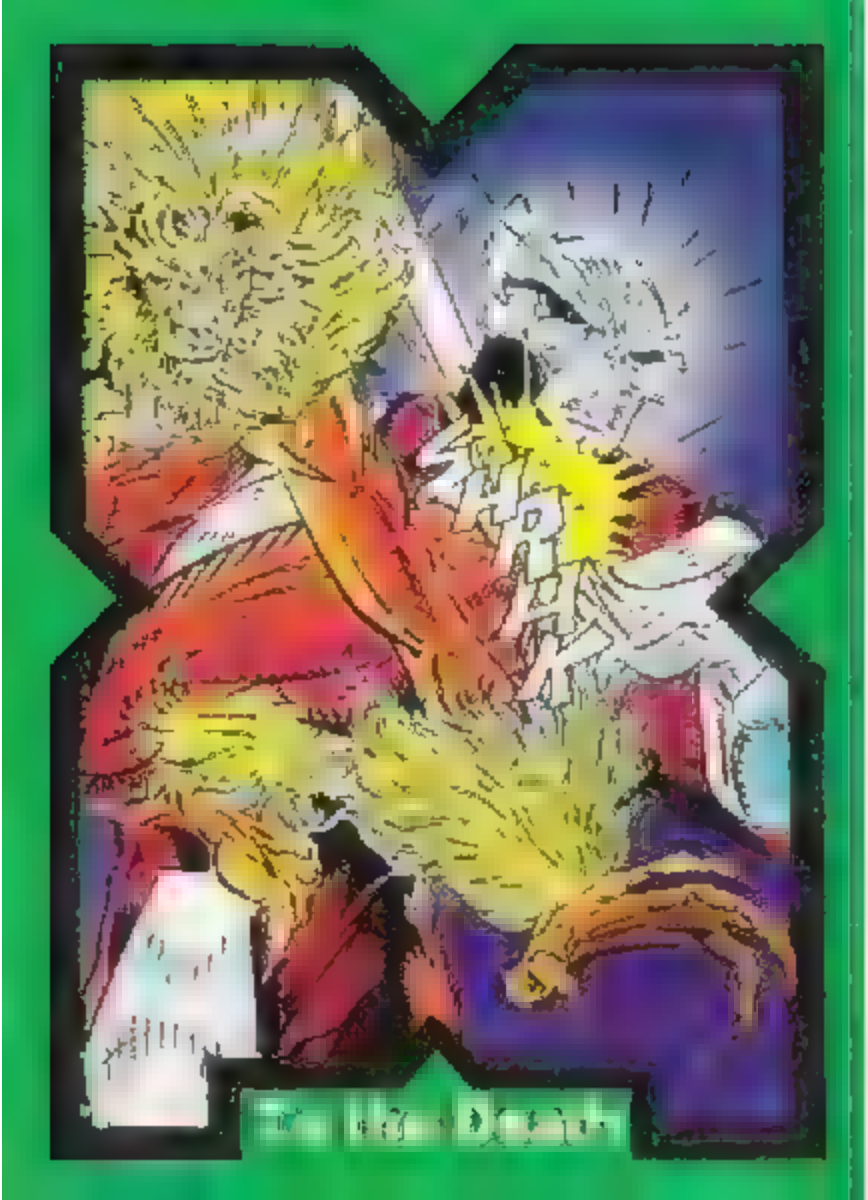
Rictor™

X-FORCE trading cards

26 RICTOR

Within the group, Rictor admits that Cable is responsible for his father's death. Unable to handle Cable as the new teacher, Rictor runs away to the connecting Morlock tunnels and right into Sabretooth. The New Mutants, led by Cable, go into the tunnels to rescue their team member.

X-Force. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

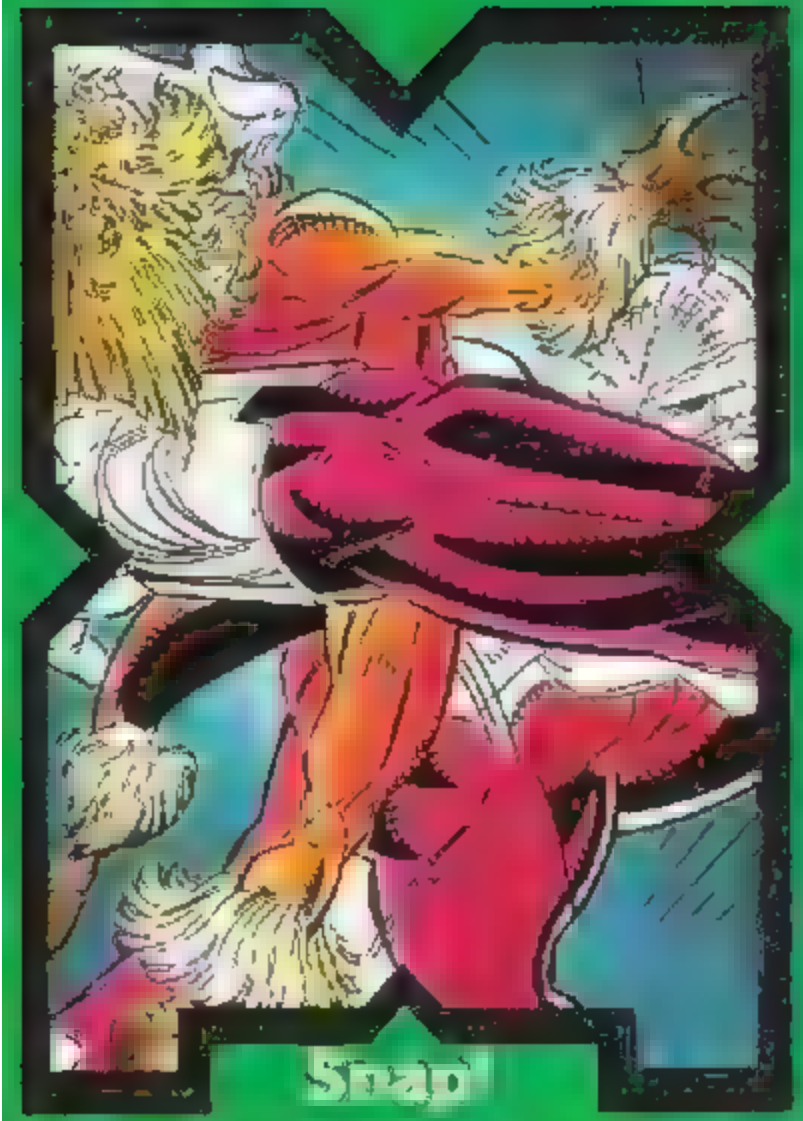


X-FORCE trading cards

27 ...TO THE DEATH

Caliban and Sabretooth are fighting to the death as a wounded Rictor lays close by, unable to flee

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE
trading cards

28 SNAP!

The New Mutants catch up to the fight and see Sabretooth leap at Caliban as he catches the cat-like mutant and breaks his back. The young mutants collect their wounded teammate, Rictor and return to the school.

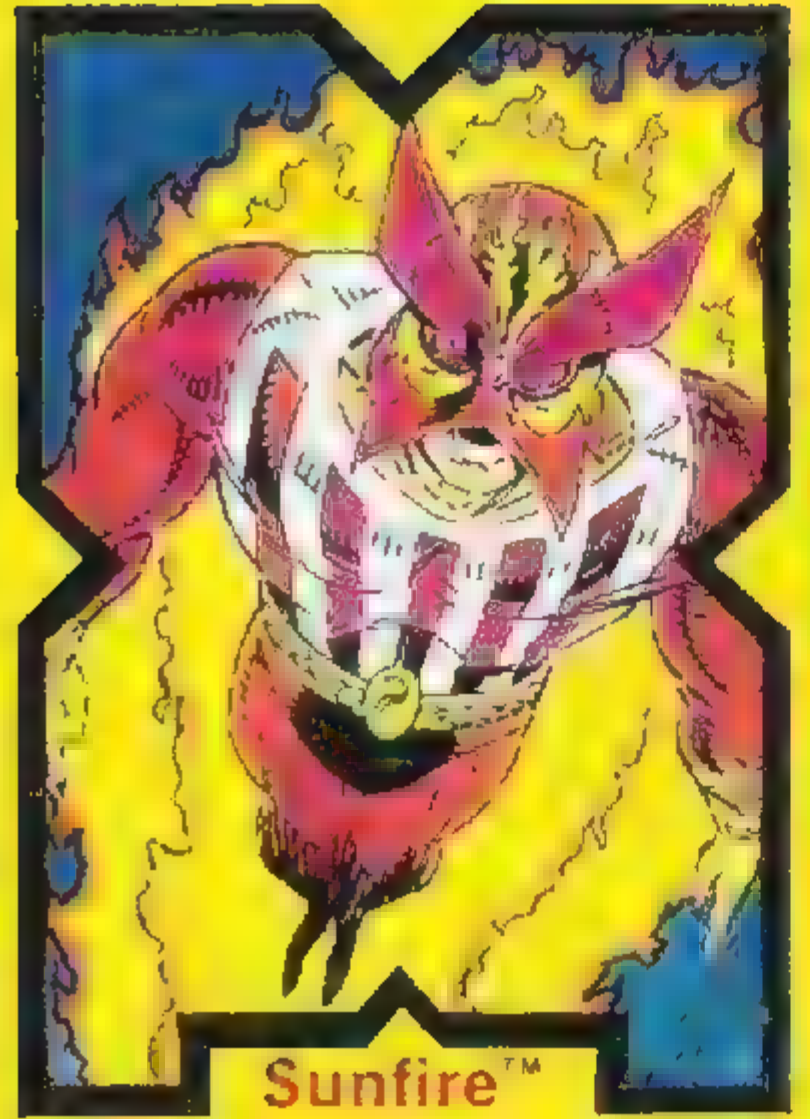
X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

29 SKRULLS

The New Mutants expose a group of alien, shape-shifting Skrulls who pose as a traveling circus, capturing humans for intergalactic slavery

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

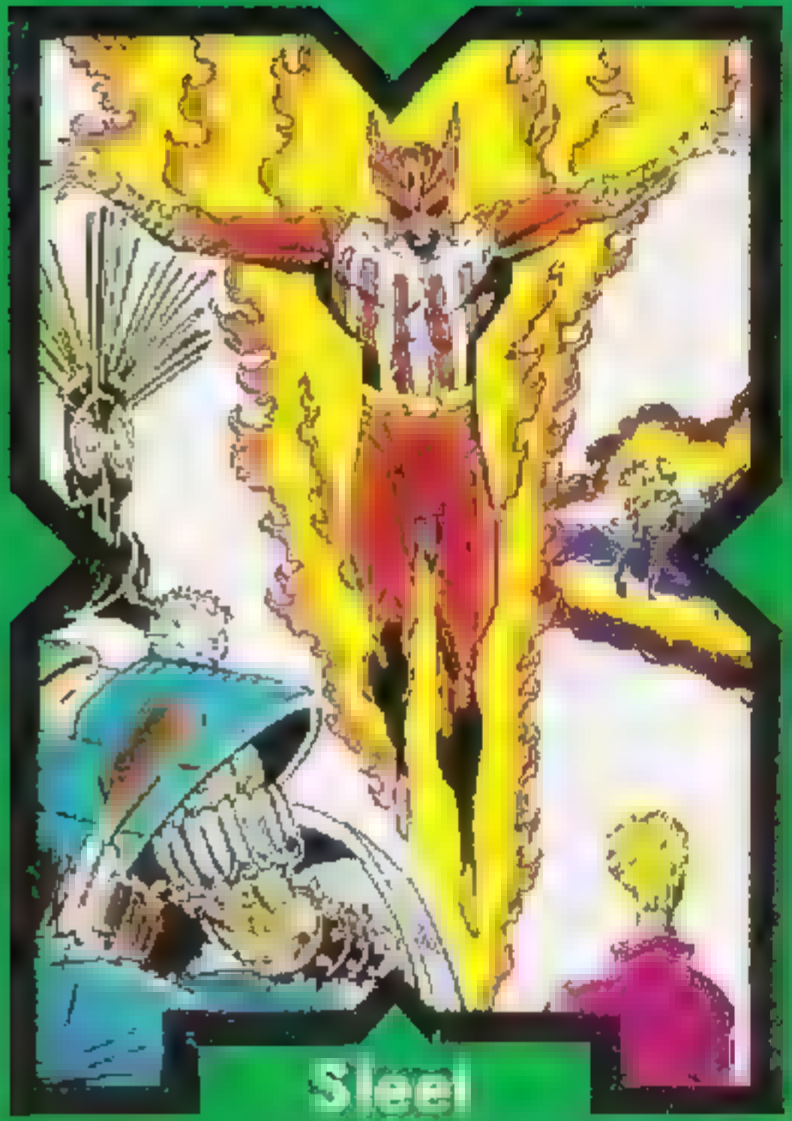


X-FORCE trading cards

30 SUNFIRE

The New Mutants find themselves on the other side of the world in the city of Madripoor fighting for their lives. While waiting for a representative from the Japanese government, they are attacked by unknowns. The Japanese mutant, Sunfire, comes blasting onto the scene.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

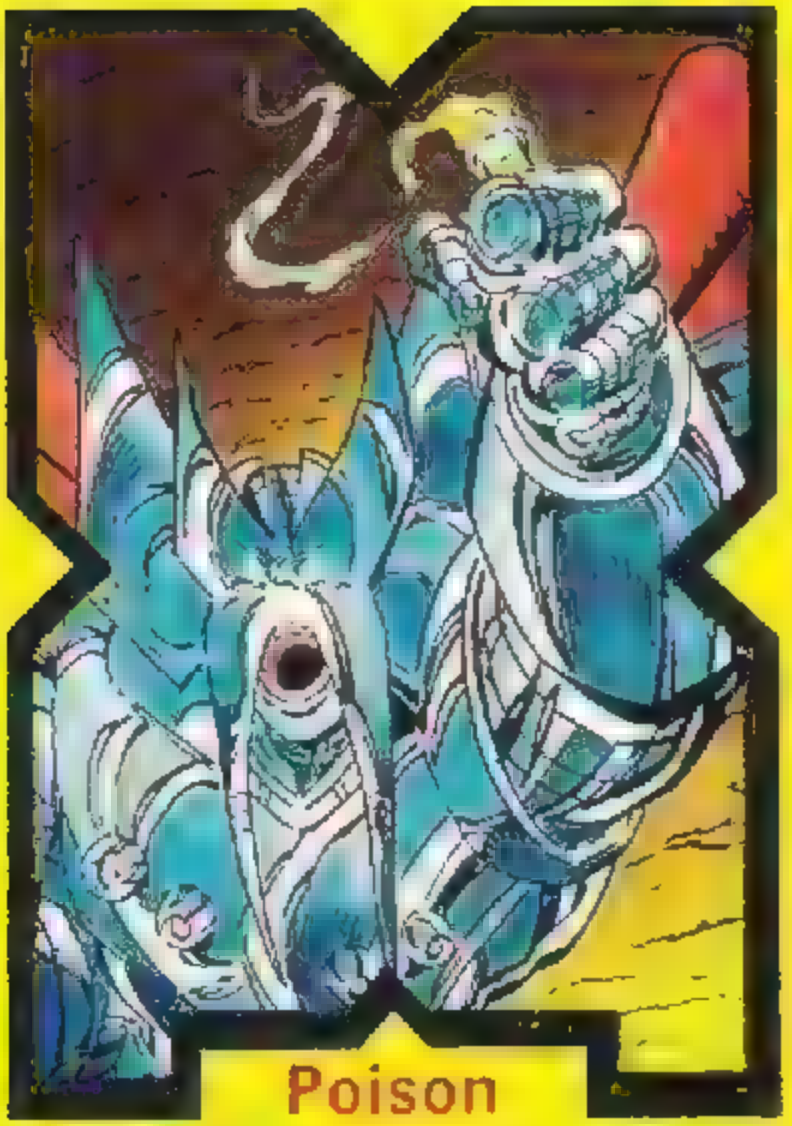


X-FORCE
trading cards

31 SLEET

In the city of Madripoor, the Japanese government has tracked down the designer drug, Sleet, which causes people to kill one another. In this same town, the New Mutants have tracked the Mutant Liberation Front.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE
trading cards

32 POISON

Stryfe, the leader of the Mutant Liberation Front, evaluated from afar how the New Mutants defended themselves against an attack. He laughs and turns, holding up the sample of the drug, which he will use to poison the water supply in many of the world capitols

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE trading cards

33 UH, OH

Utilizing cerebro units, the New Mutants trace the Mutant Liberation Front to their lair as the New Mutants break into two groups to track them down. The group, made up of Boom-Boom, Cannonball and Warlock are attacked by members of the Front, Kamikaze, Sumo and the Dragoness and are taken prisoner.

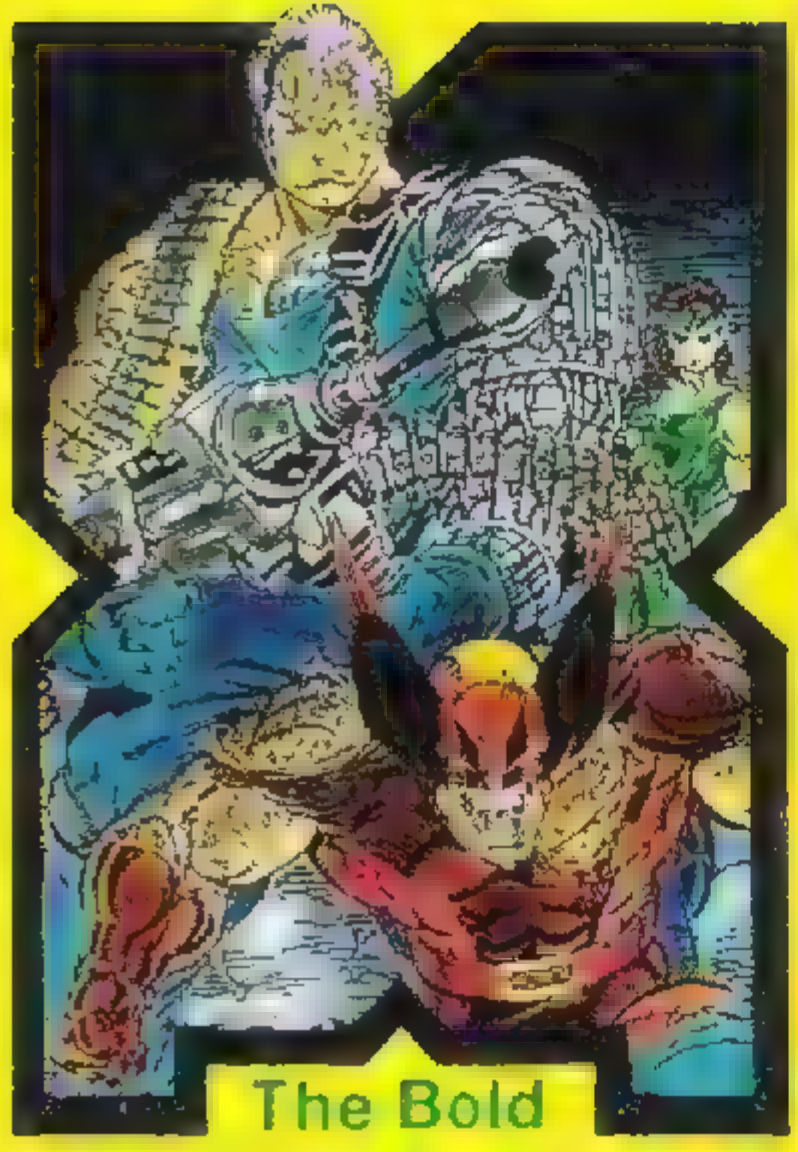
X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE trading cards

34 WOLVERINE

The group of New Mutants, Cable, Sunspot, Rictor and Rahne, run into one of Cable's old acquaintances, Wolverine.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

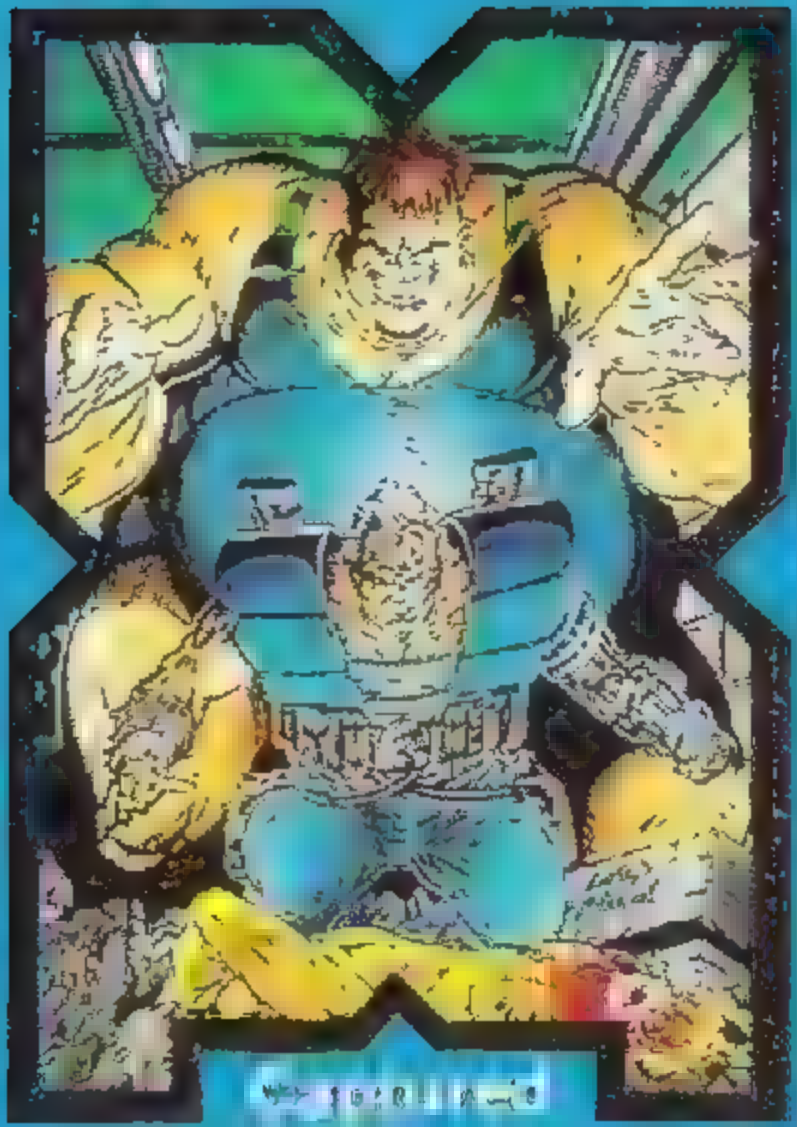


X-FORCE
trading cards

35 THE BOLD

Out of the dark streets of Madripoor comes Wolverine, engaging in battle with Cable

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

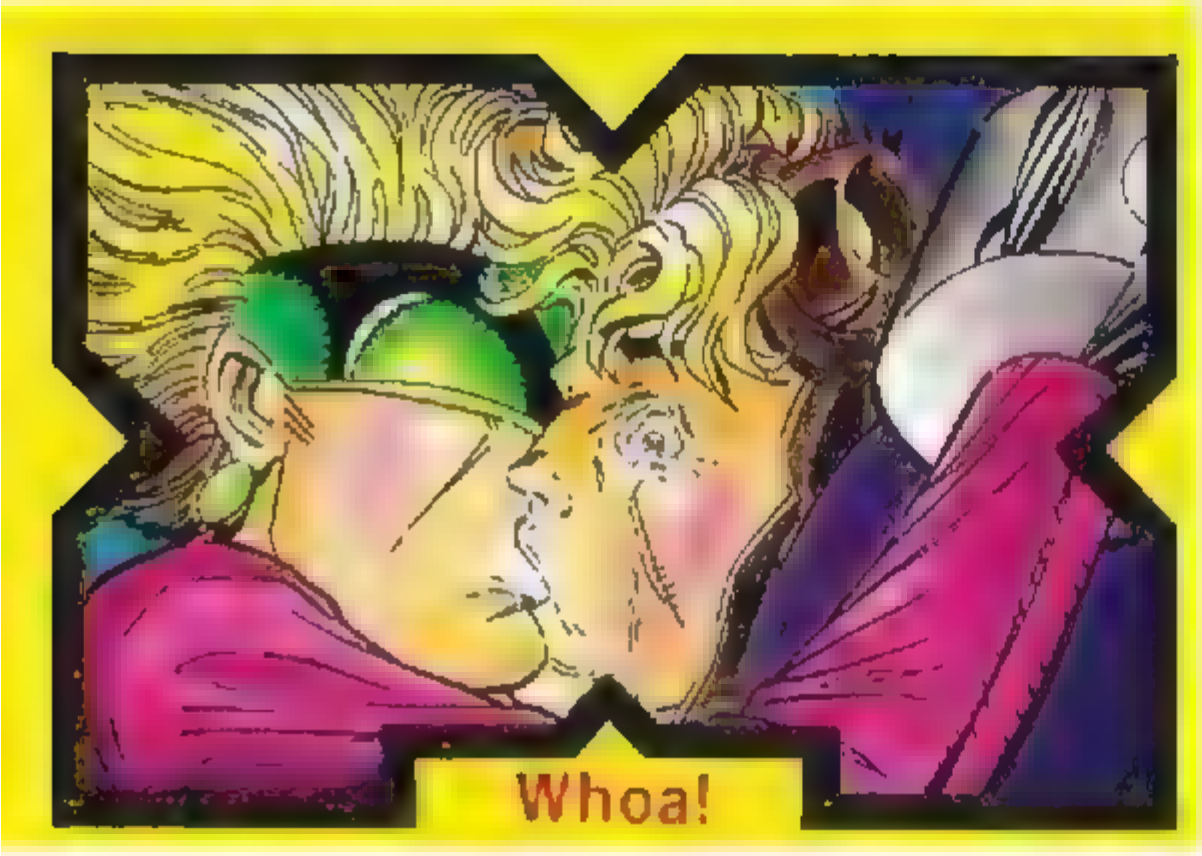


X-FORCE trading cards

36 CAPTURED

Boom-Boom Cannonball, and their Japanese ally, Sunfire, are held captive by the terrorist group, the Mutant Liberation Front.

X-Force™ TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE trading cards

37 WHOA!

Feeling jealousy over Cannonball flirting with their enemy, the Dragoness, Boom-Boom shows him how "a real woman kisses."

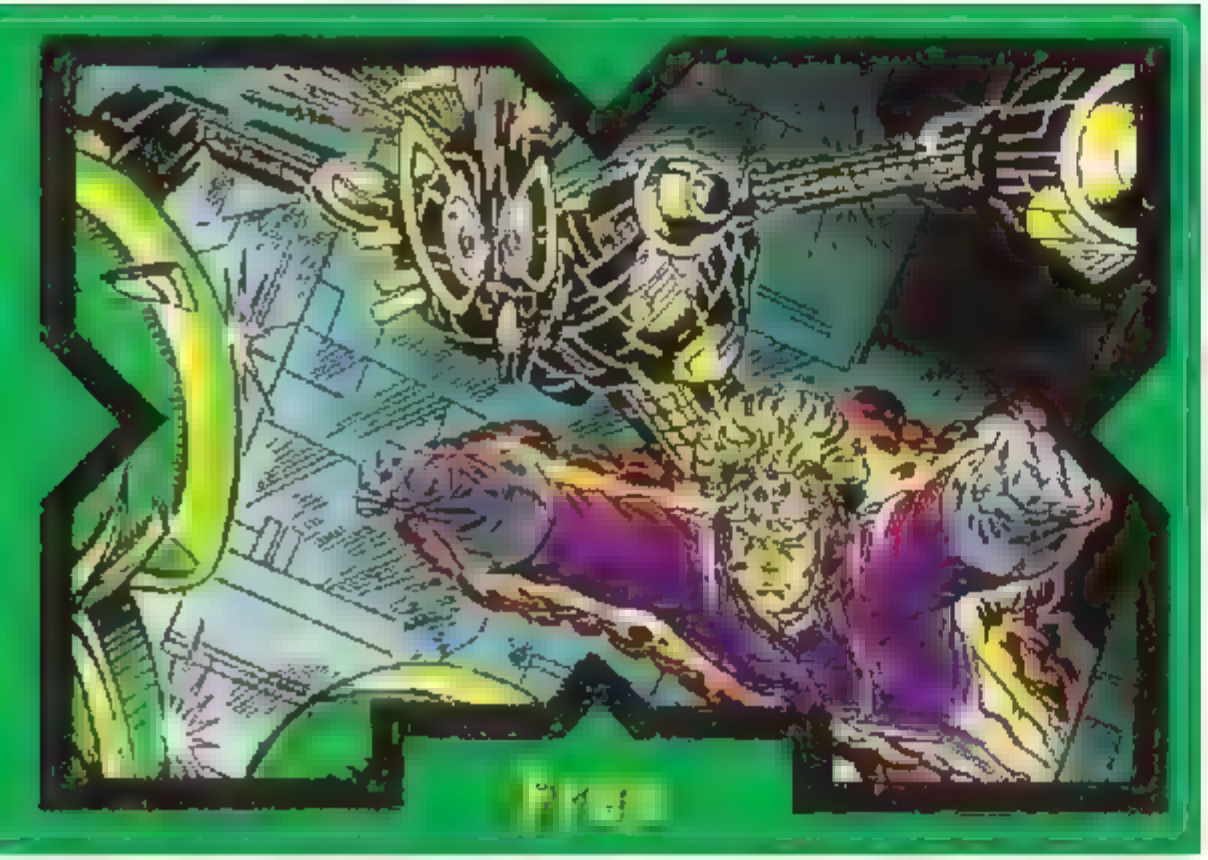
X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

38 PALS

After members of the New Mutants break up the scuffle between Wolverine and Cable, they find out that the two of them knew each other in the past and were only testing one another.

X-Force. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

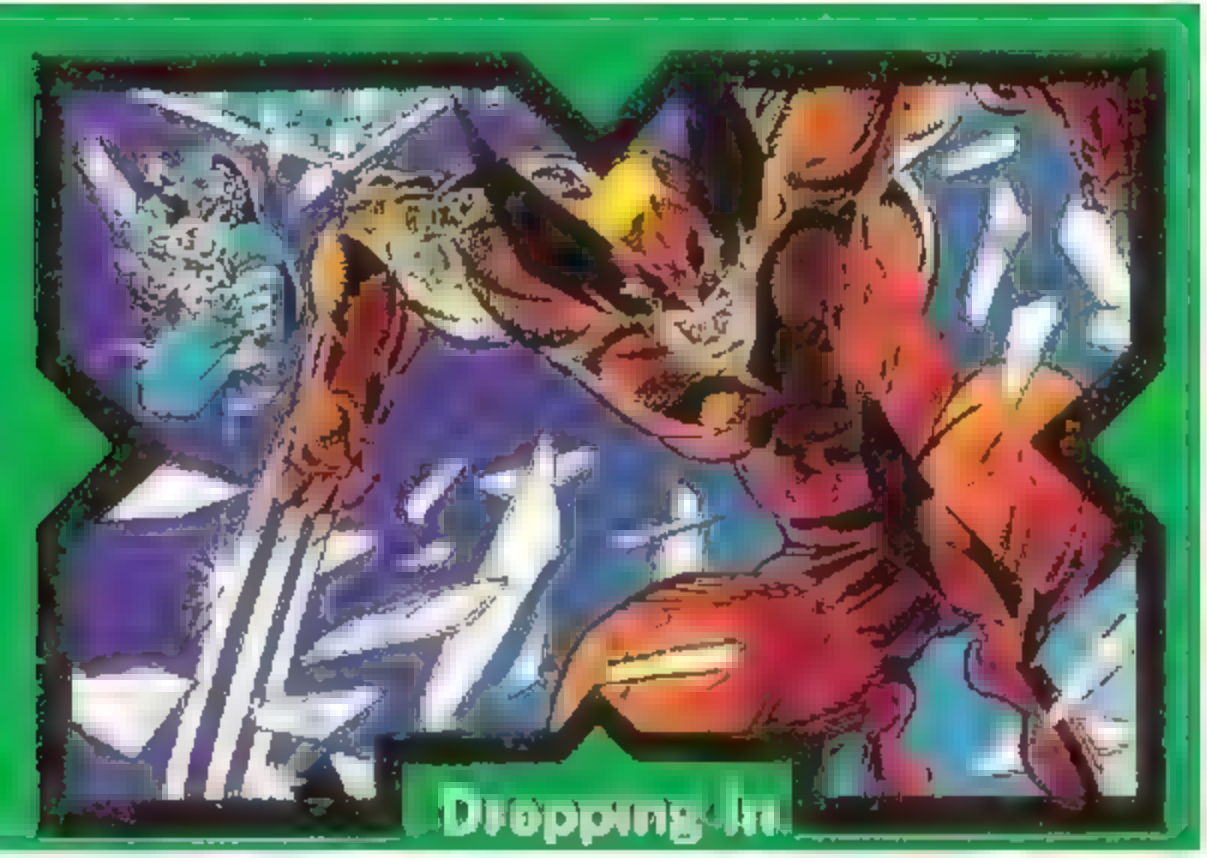


X-FORCE trading cards

39 FREE

While Cannonball flirted with the Dragoness, he was able to sneak a key from her and unlock their restraints. They then teamed back up with the other New Mutants along with Wolverine to come face to-face with Stryfe and his assassins.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

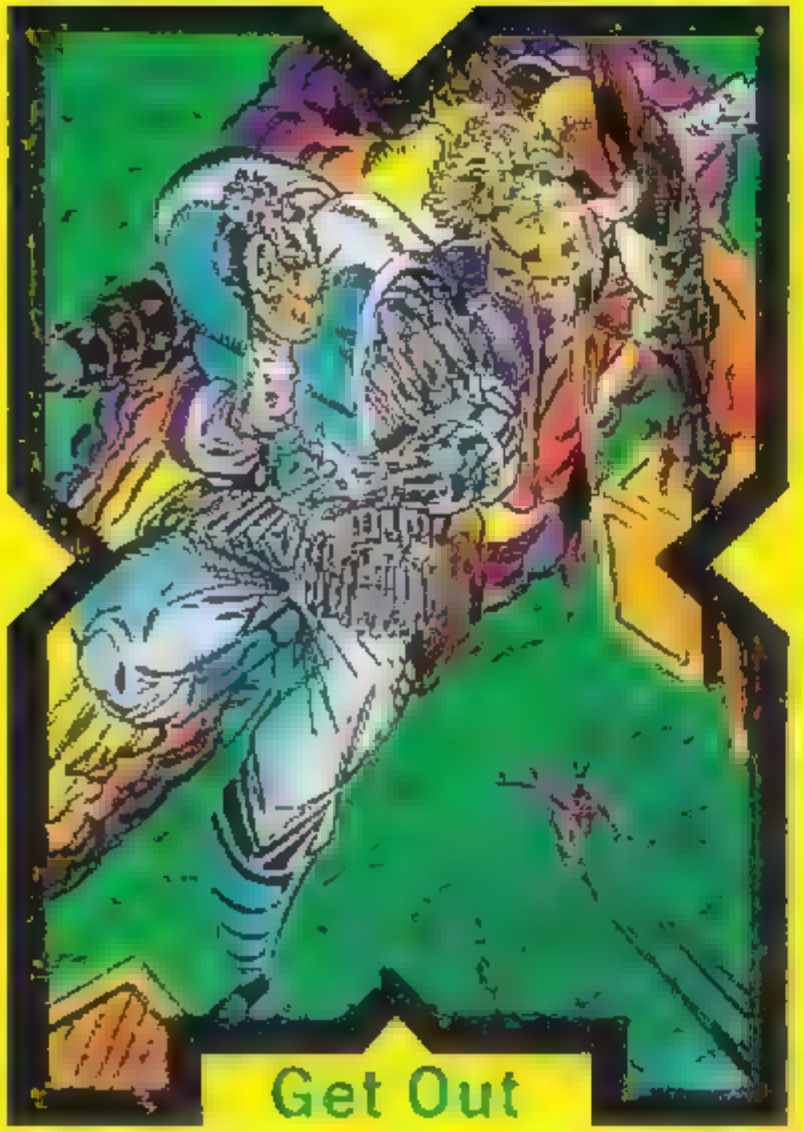


X-FORCE
trading cards

40 DROPPING IN

Cable battles with Stryfe as Wolverine destroys the crates of the poisonous drug, Sleet.

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



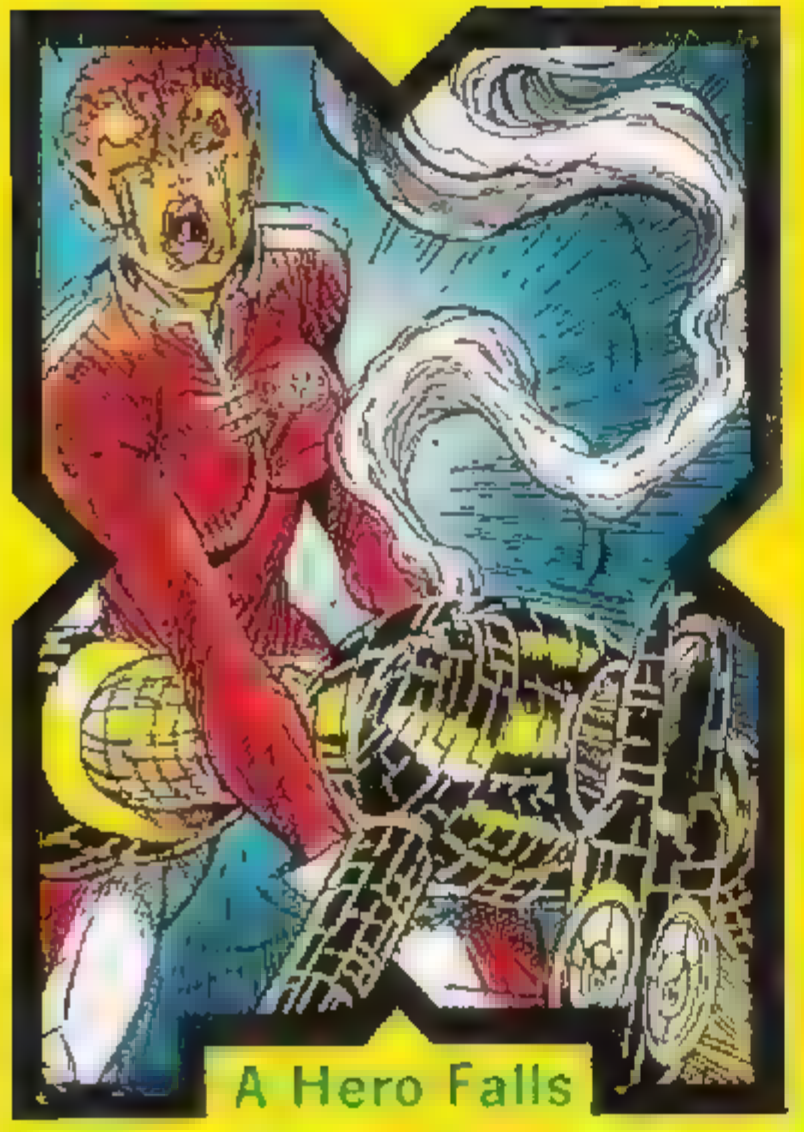
Get Out

X-FORCE trading cards

41 GET OUT

Flying sparks cause stored weapons to catch fire. Just before the building blows, the New Mutants, Cable and Wolverine escape, leaving Stryfe and his assassins to die a fiery death.

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

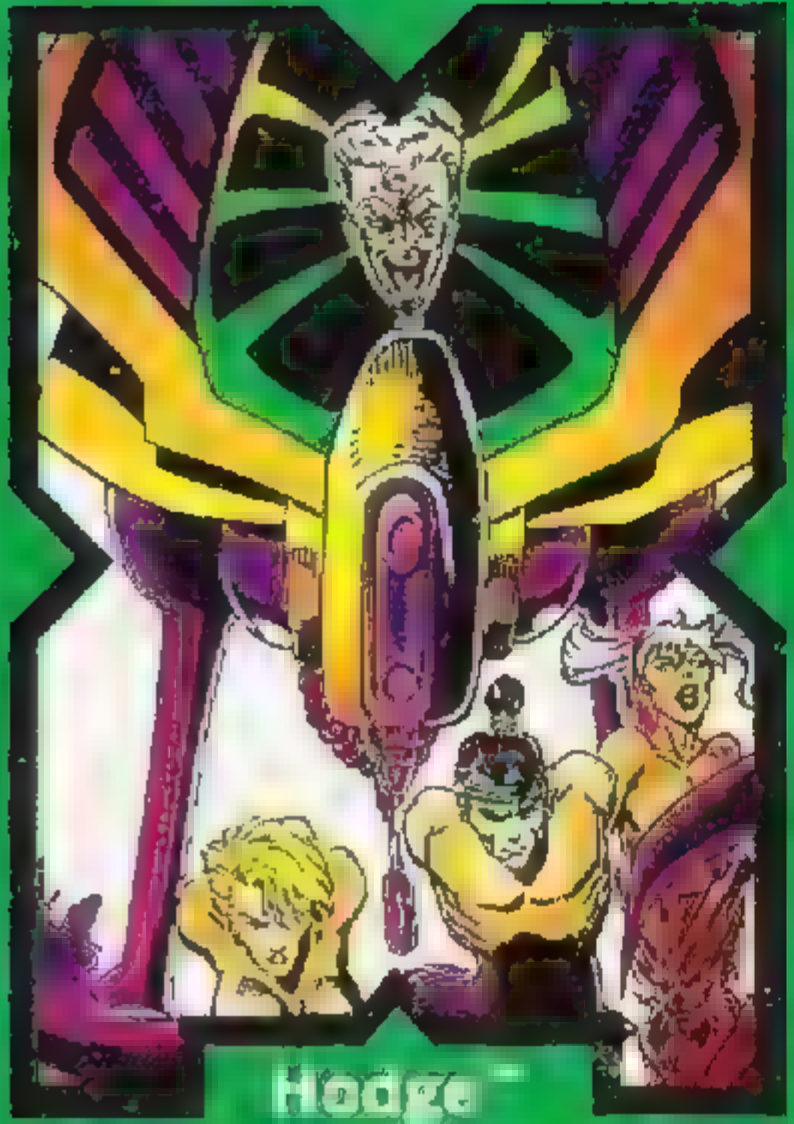


X-FORCE
trading cards

42 A HERO FALLS

The New Mutants are on Genosha, an island nation lying east of Africa, that depends on mutants whose minds are wiped clean of memory and then are used for slave labor. Today a hero will lose more then his memory

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

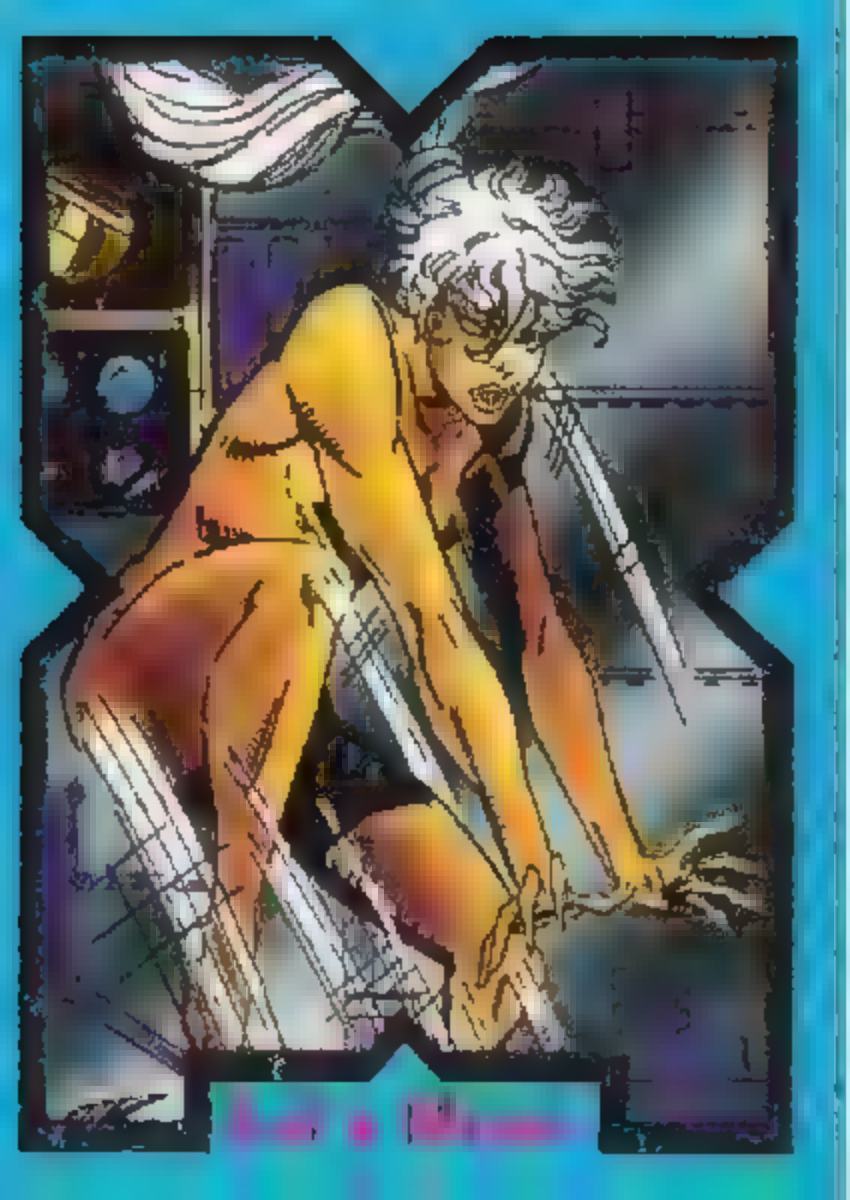


X-FORCE trading cards

43 HODGE

Boom-Boom, Rictor, Rahne and Warlock of the New Mutants and Storm of the X-Men are attacked and kidnapped from their school in the United States by a transformed Cameron Hodge. He removes their mutant powers and wants them as mindless servants of Genosha.

X-Force. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

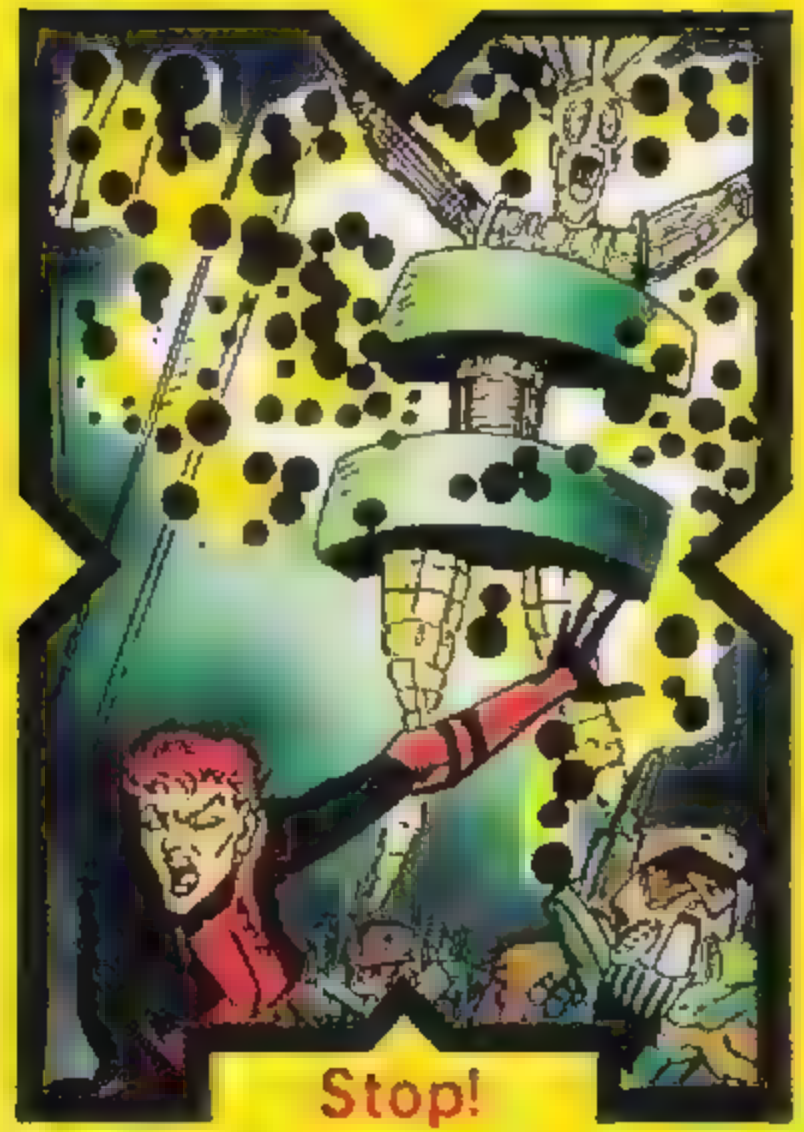


X-FORCE
trading cards

44 LET'S MOVE

The young mutants try to escape as they divide up looking for a way out. With a kiss goodbye from Rictor, Rahne runs back to try to assist her fallen teammate, Warlock.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

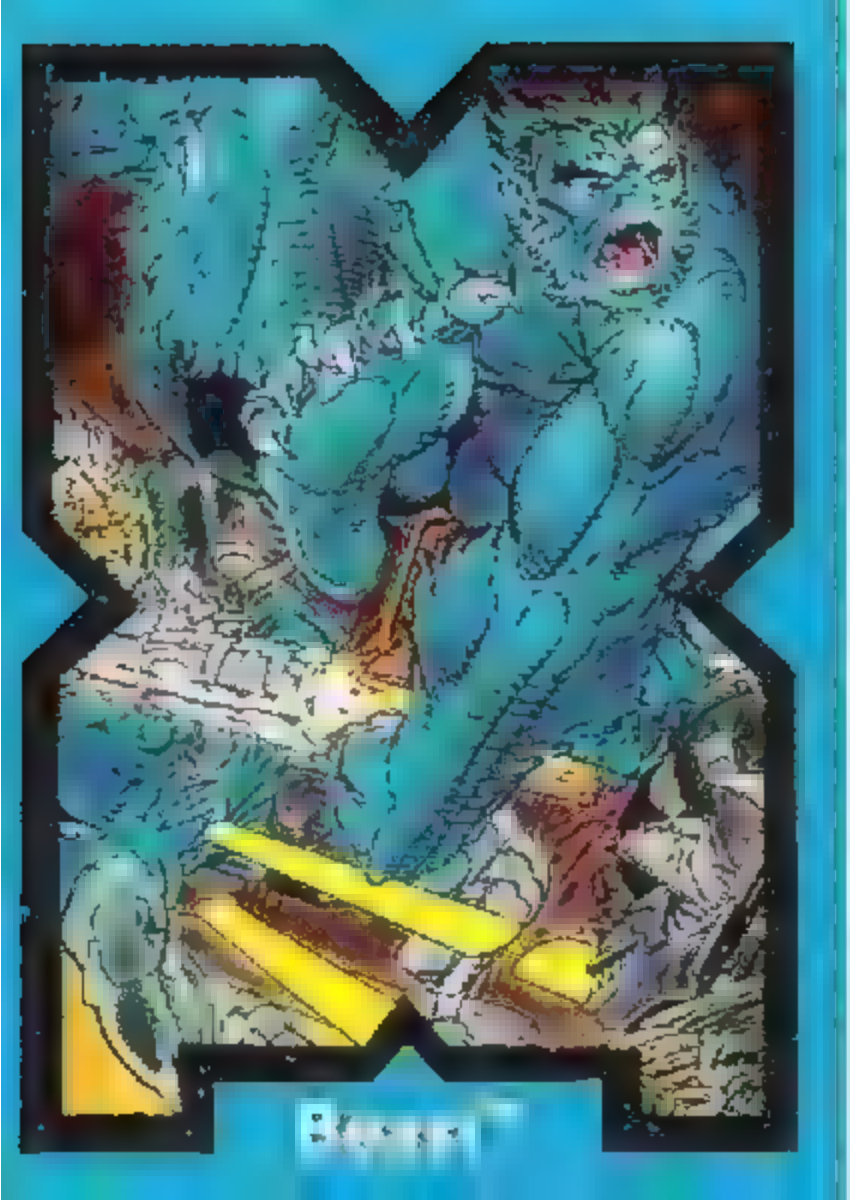


X-FORCE trading cards

45 STOP!

Hodge believes that he can infuse Warlock's shapeshifting abilities into his own cyborg body. Rahne stops Hodge from absorbing Warlock's power, but the strain on Warlock's body is too much as he fades into a pile of dust.

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

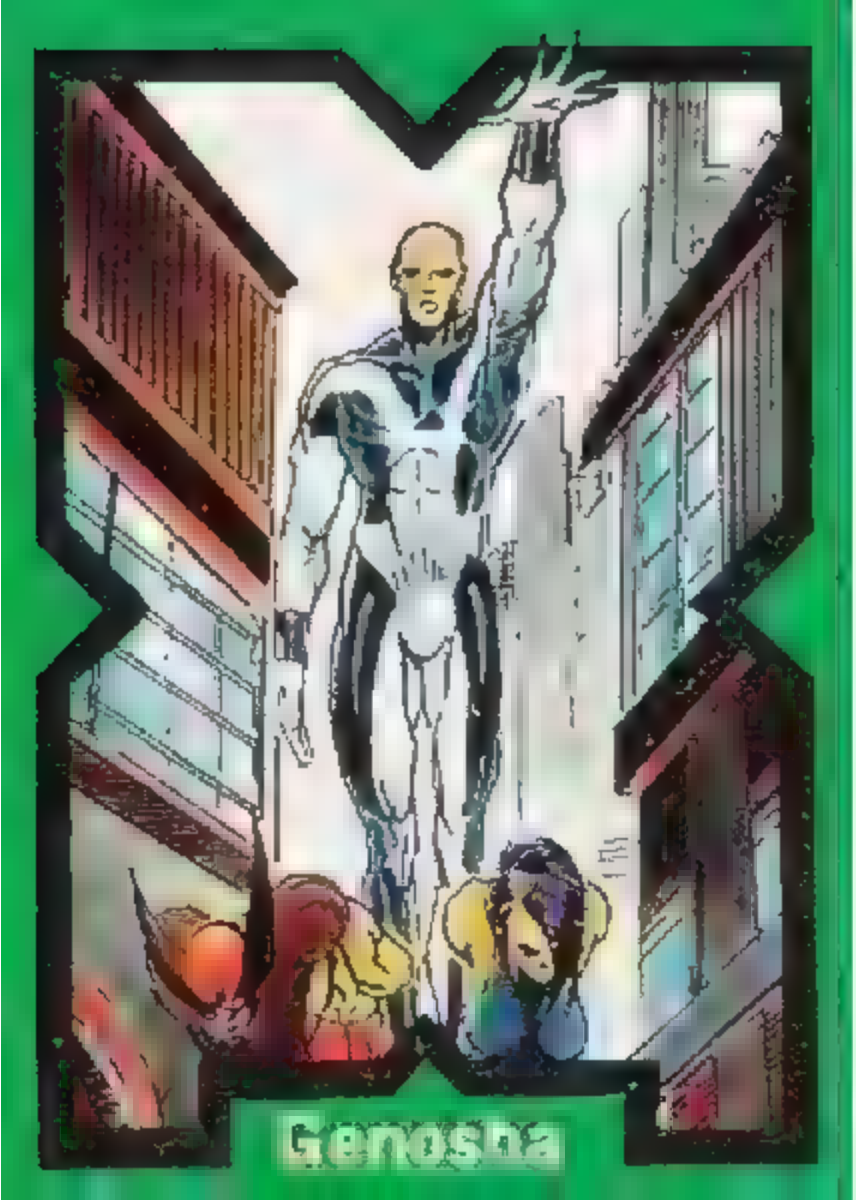


X-FORCE trading cards

46 BEAST

Back at Xavier s School lower levels, the members of X Men and X Factor have joined together with Cable and the New Mutants to rescue their teammates from Genosha

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

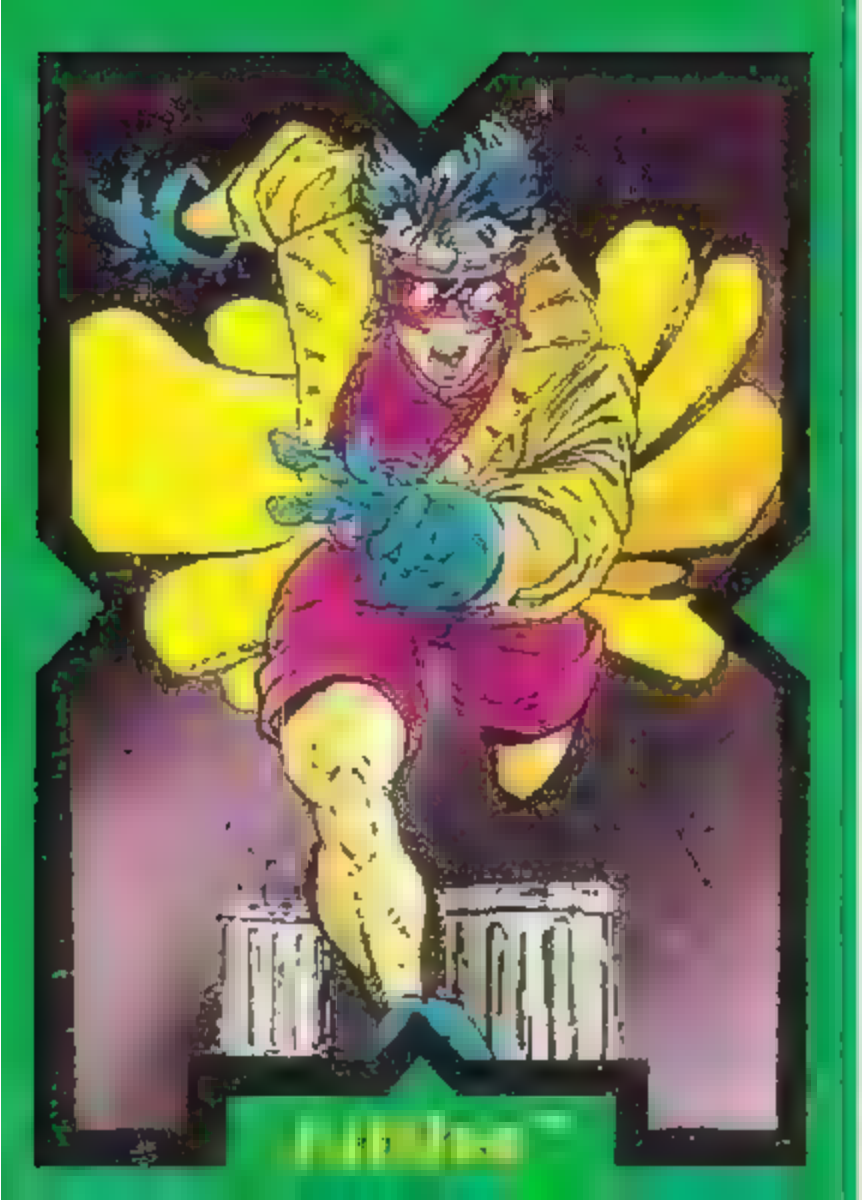


X-FORCE trading cards

47 GENOSHA

The X-Men strike at Genosha. Wolverine and Psylocke have been captured.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

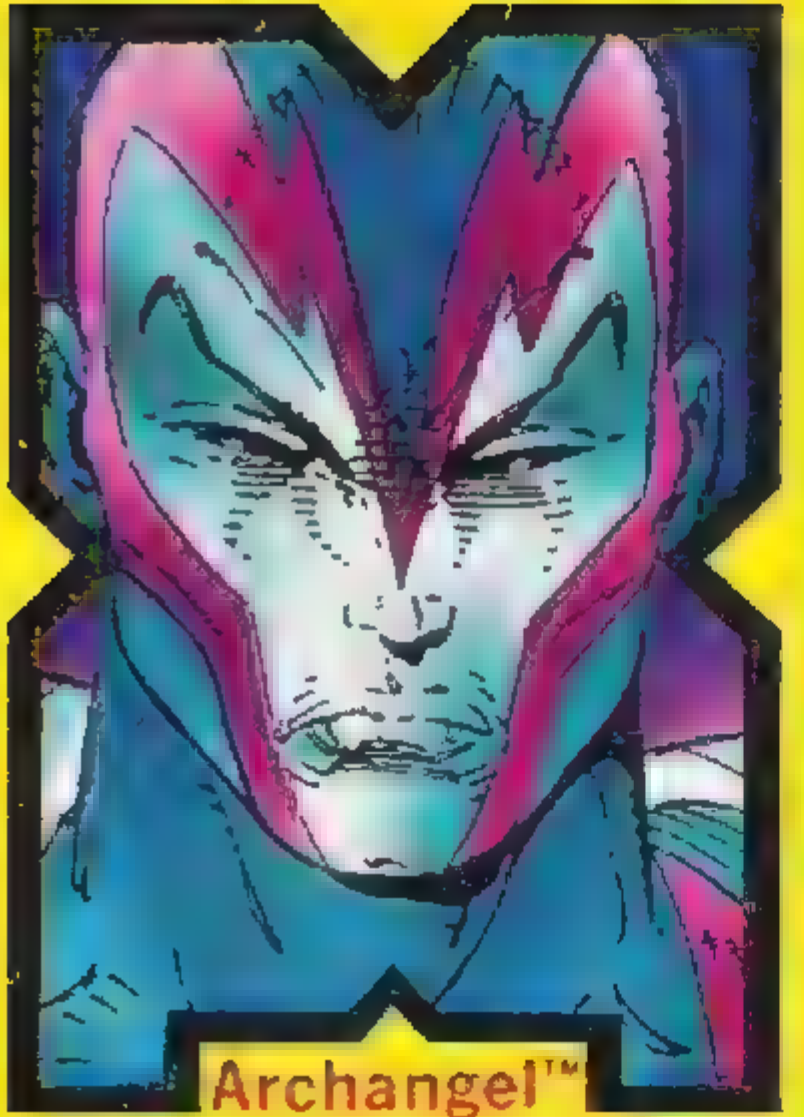


X-FORCE
trading cards

48 JUBILEE

Jubilee teams up with the escaped Rictor and Boom-Boom. She is spotted by the Magistrates while she searches for food. Rictor and Boom Boom take them out with no mutant powers.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

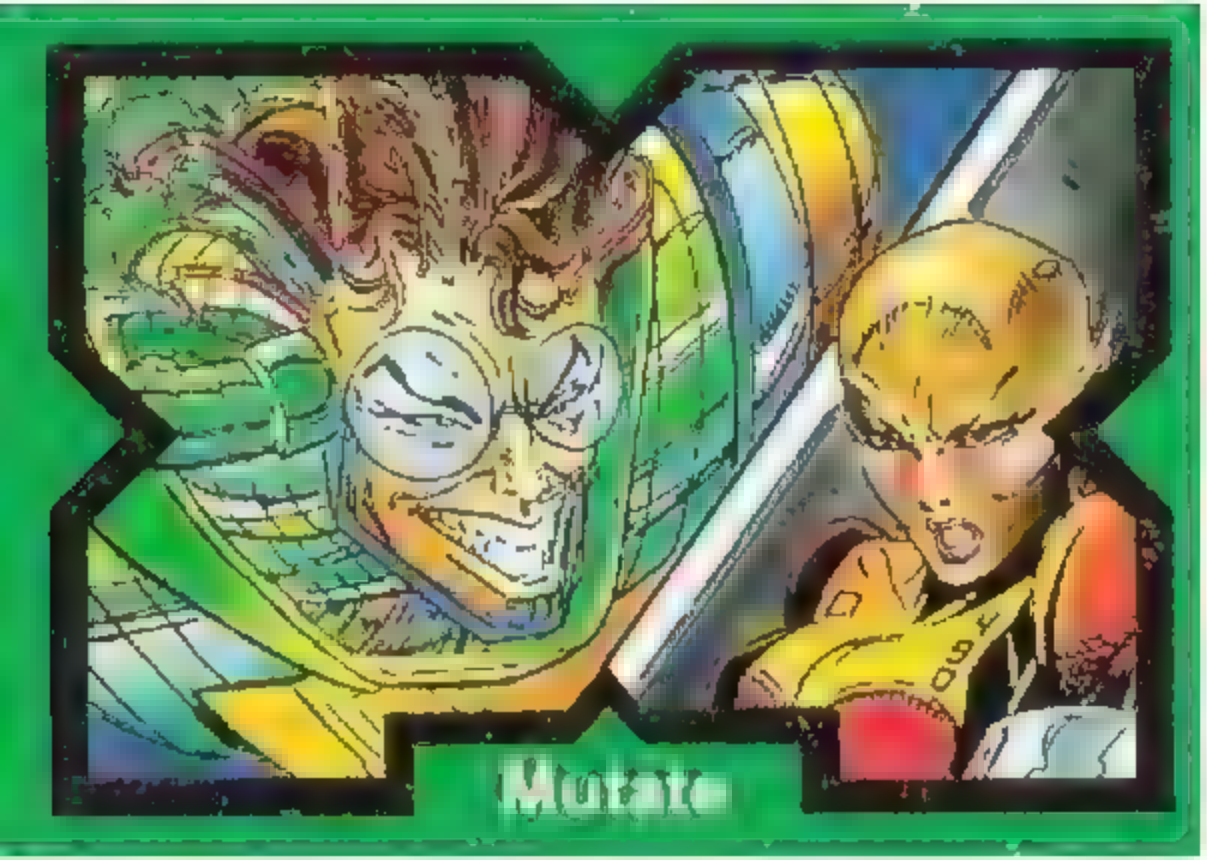


X-FORCE
trading cards

49 ARCHANGEL

The fearless Archangel confesses to Cannonball that "The Genoshans are the most dangerous foes X Factor has faced"

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

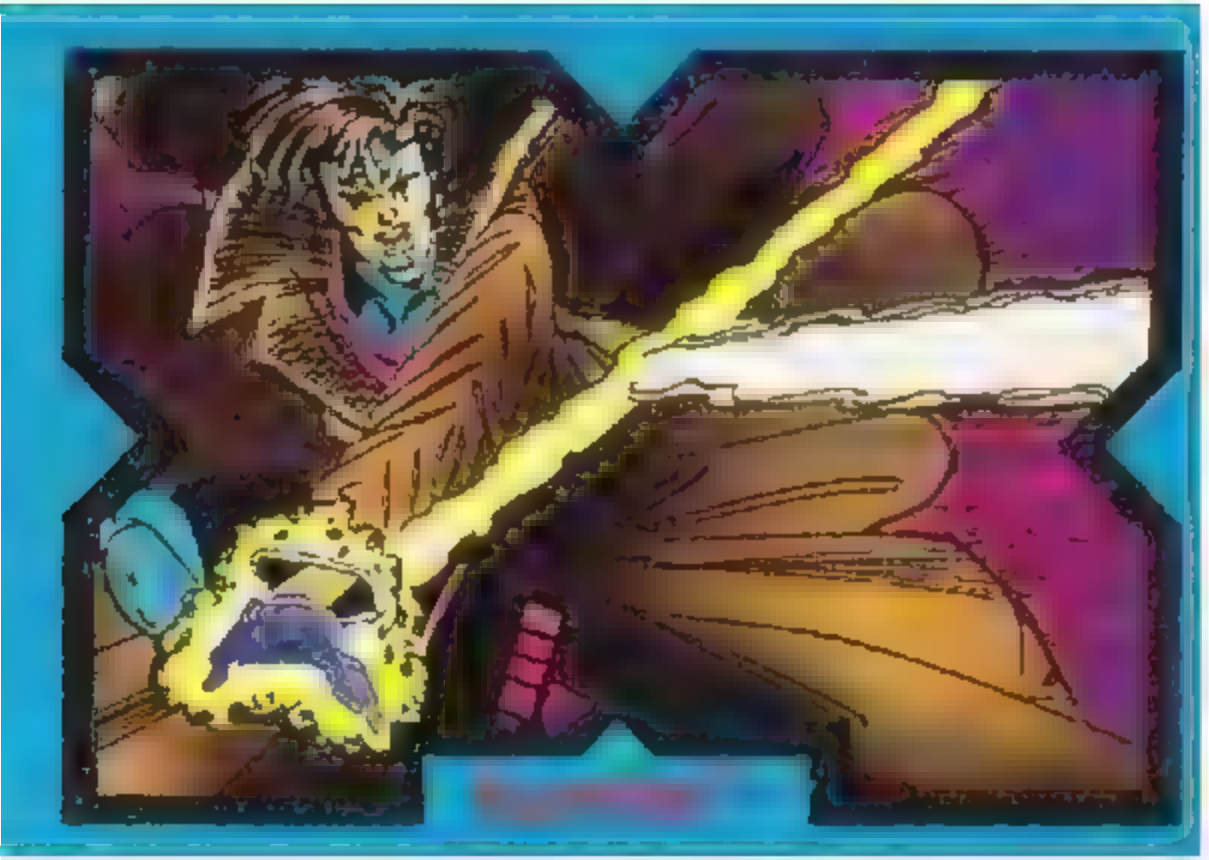


X-FORCE
trading cards

50 MUTATE

Hodge takes the New Mutant, Rahne, and erases her mind, turning her into an obedient slave of Genosha, a Mutate

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

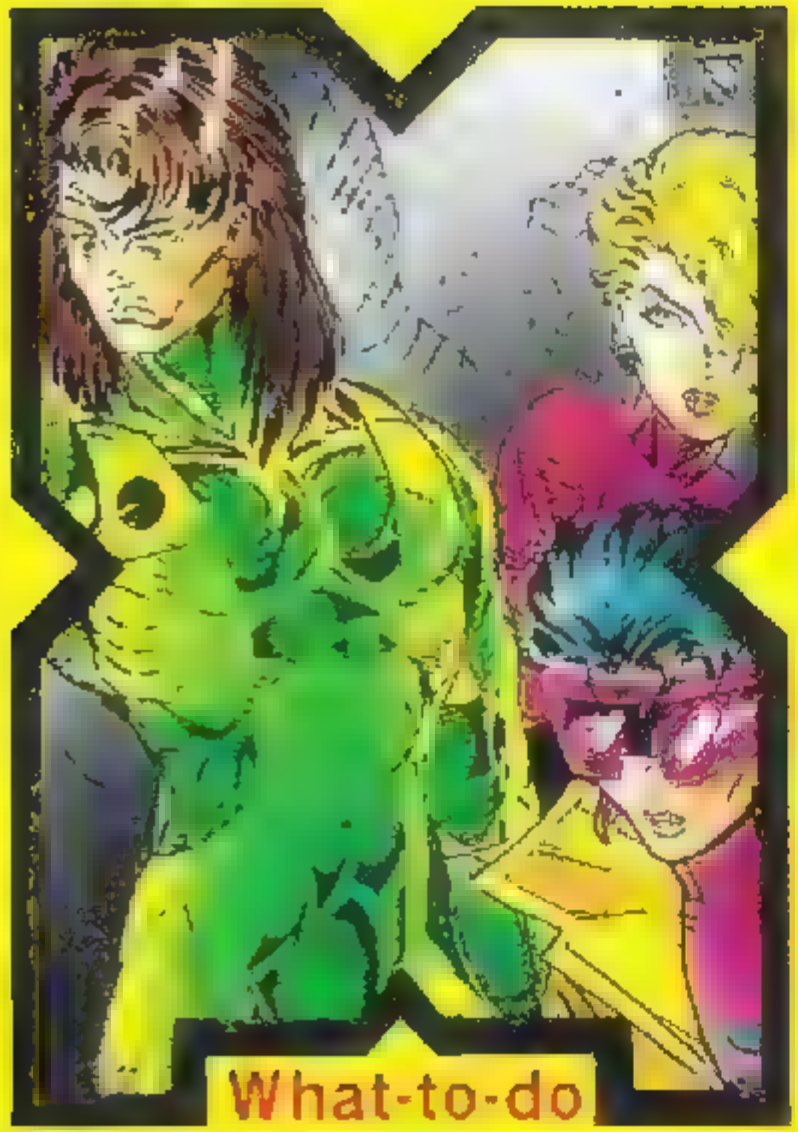


X-FORCE trading cards

51 GAMBIT

Cable, Forge, Sunspot Marvel Girl and Gambit position themselves around the citadel where Hodge dwells.

X Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

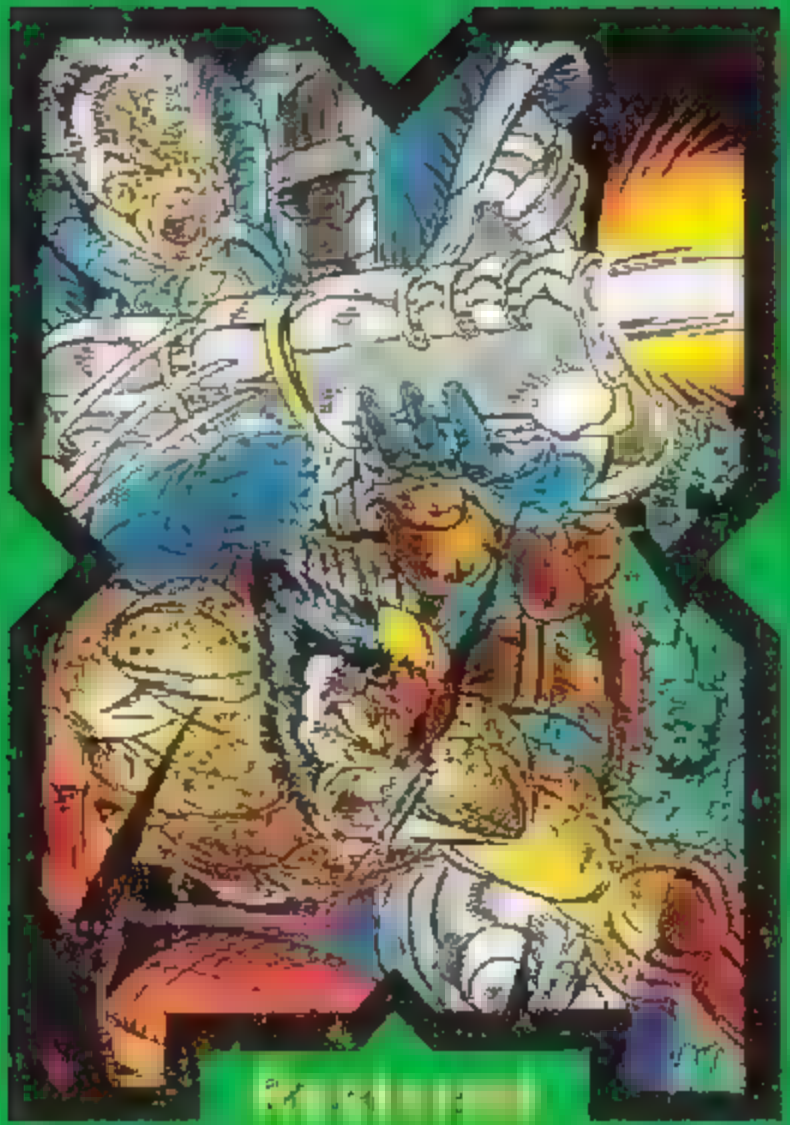


X-FORCE trading cards

52 WHAT TO DO

Boom-Boom, Rictor and Jubilee head back to the citadel to rescue Rahne and see Cable's, Forge's Sunspot's, Cannonball's and Marvel Girl's powers blocked, as they are taken prisoner by Hodge

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

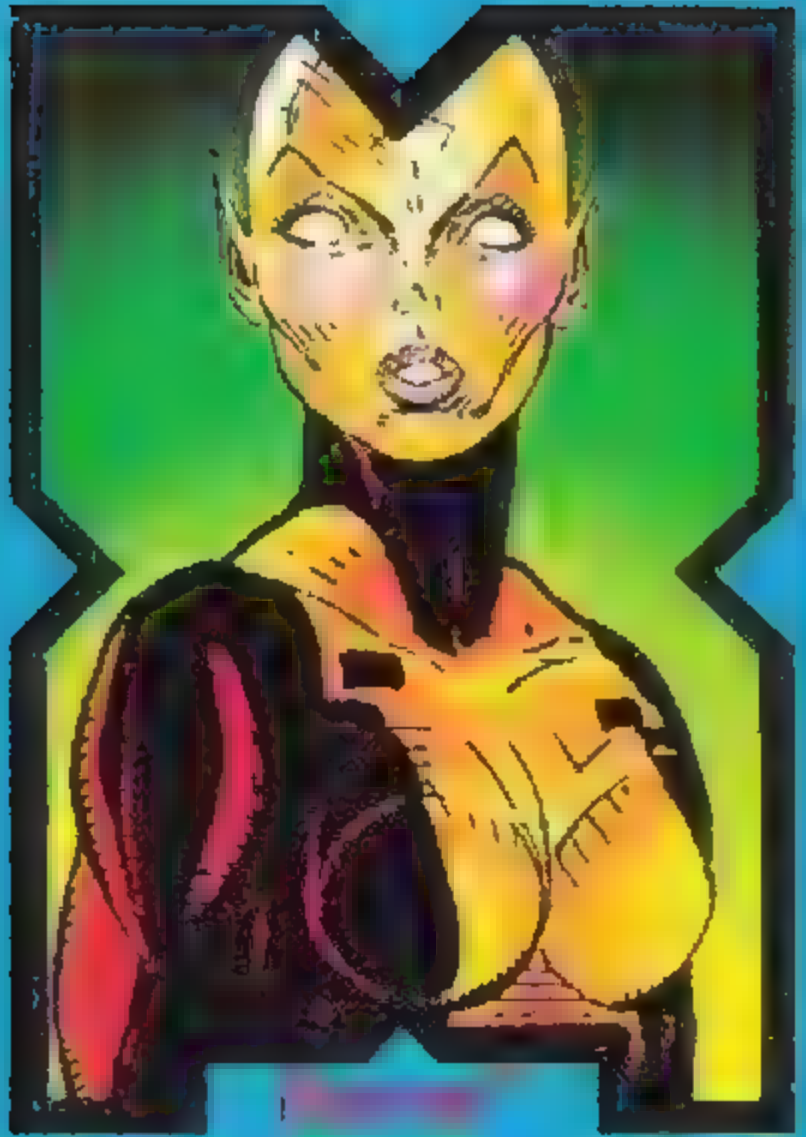


X-FORCE trading cards

53 RESTORED

Storm is restored to full adulthood and power by Hodge's genegineer. She becomes a catalyst, restoring all other mutants to full power and memory.

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE
trading cards

54 RAHNE

As Rahne's powers are restored, her lycanthropic power undergoes an unexpected transformation, making her wolf girl body larger and more powerful than before

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

55 CHANGES

As the New Mutants return home, Rahne decides to split from the group and stay on the island of Genosha to help the Mutates. Warlock's ashes are sprinkled on Doug Ramsey's gravesight. Once home, the team faces some new characters.

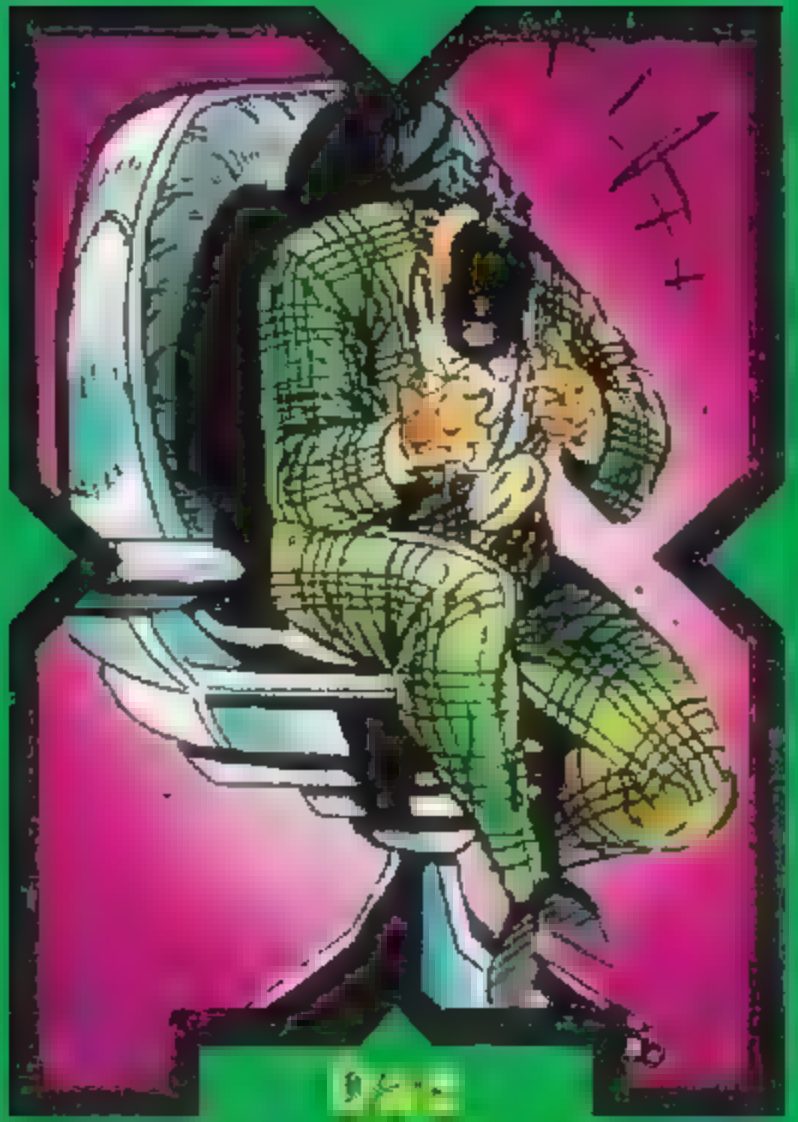
X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

56 GIDEON

In a secluded hideaway, a super human named Gideon practices hand-to-hand combat with androids

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

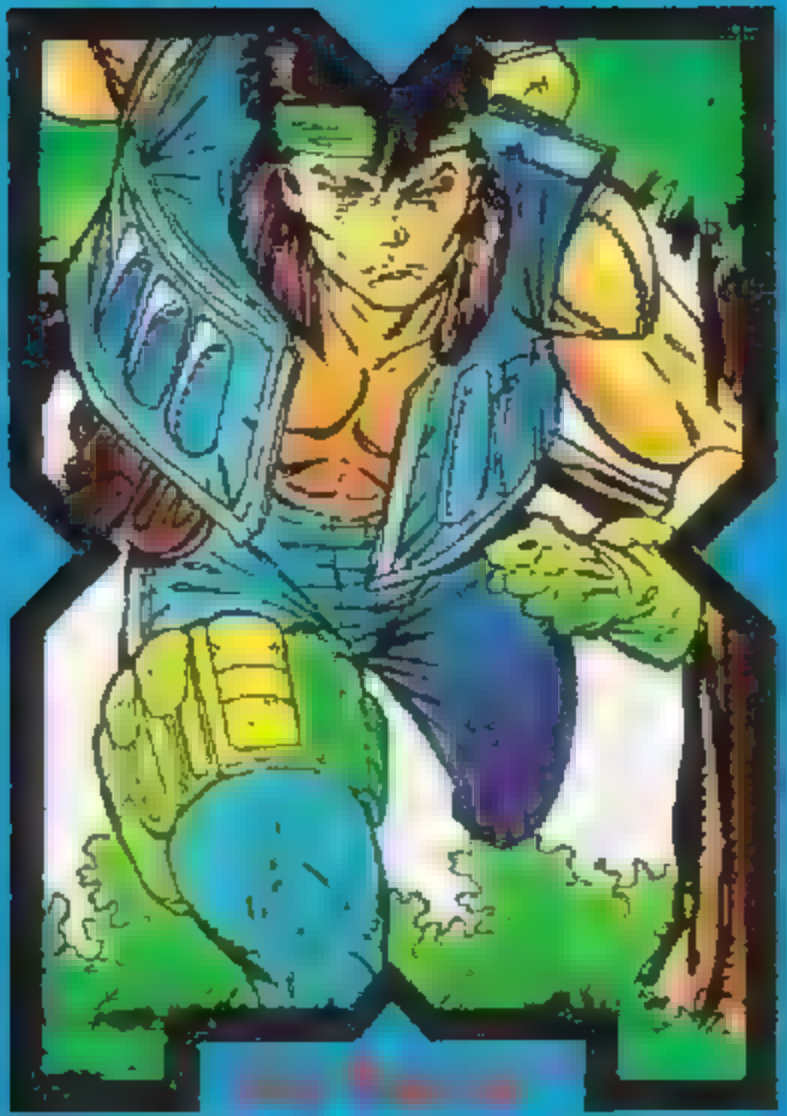


X-FORCE
trading cards

57 DAD

Gideon awakes a startled and surprised Sunspot to tell him that his father has died

X-Force™ TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved

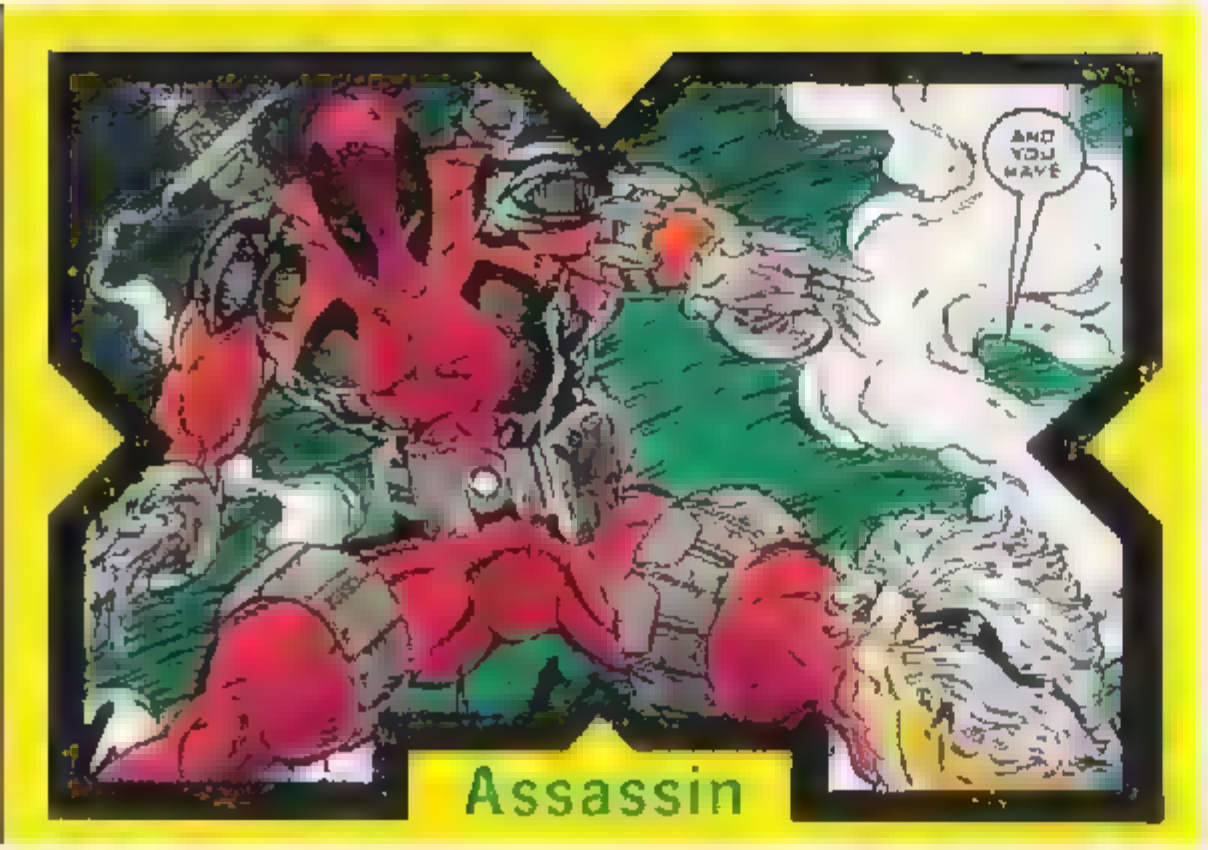


X-FORCE trading cards

58 GET RAHNE

Rictor decides he must go and get Rahne, who has left the group weeks before. He departs, leaving only a good-bye note on Boom-Boom's nightstand.

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

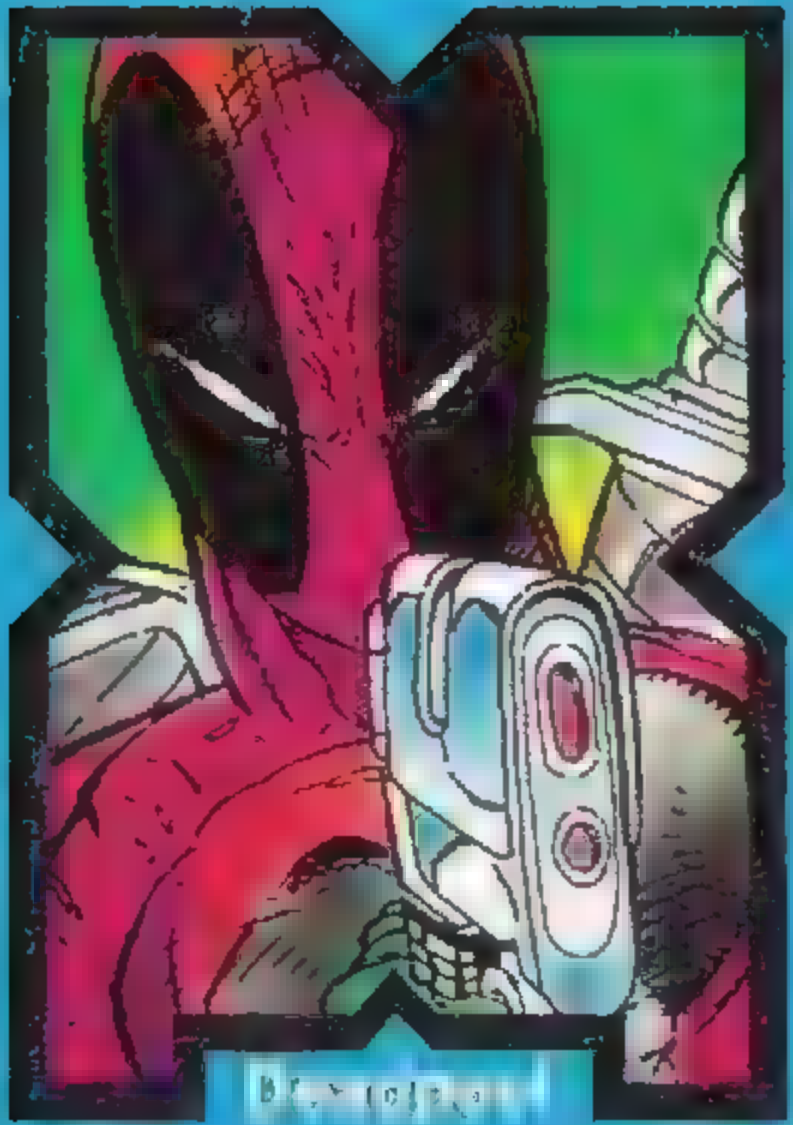


X-FORCE trading cards

59 ASSASSIN

An assassin called Deadpool was hired by a man named Mr Tolliver to kill Cable

X-Force TM & © 1991 Marvel Entertainment Group, Inc All rights reserved.

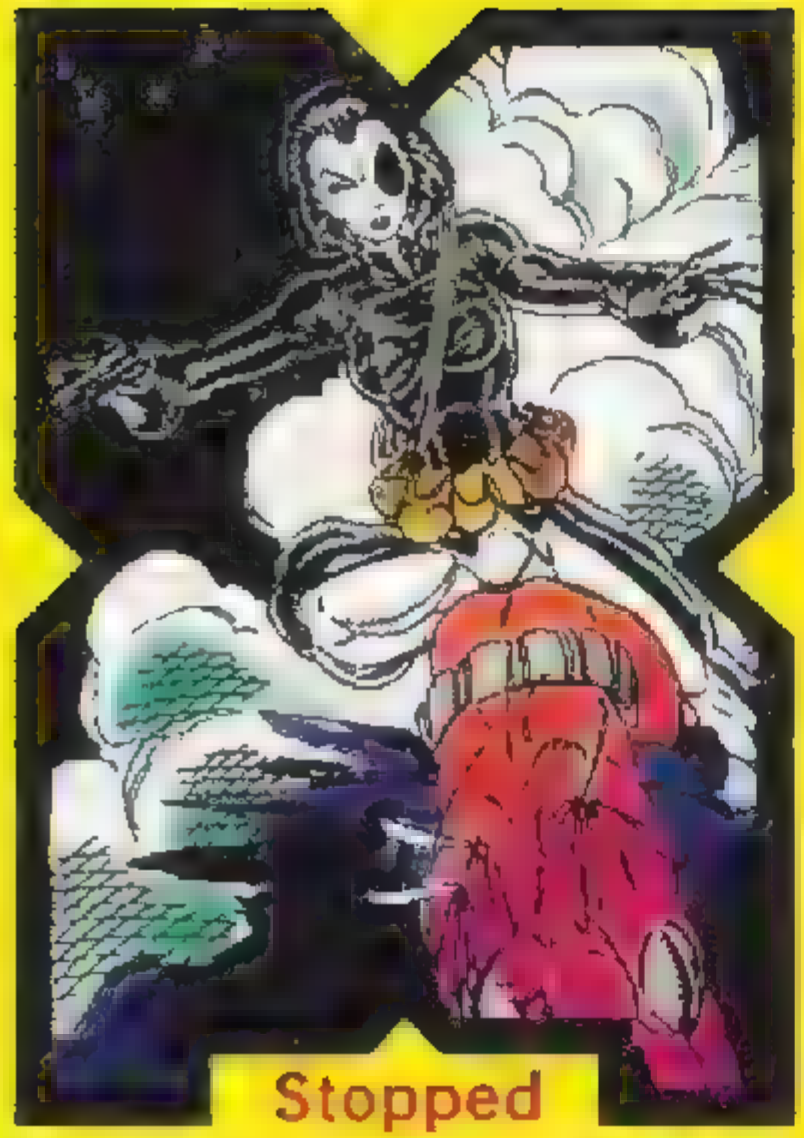


X-FORCE trading cards

60 DEADPOOL

Cable recognizes Tolliver. Also, Deadpool calls Cable by what could be his first name, Nathan.

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE trading cards

61 STOPPED

After Deadpool disables part of the New Mutants team, a new female character named Domino disables the would-be assassin

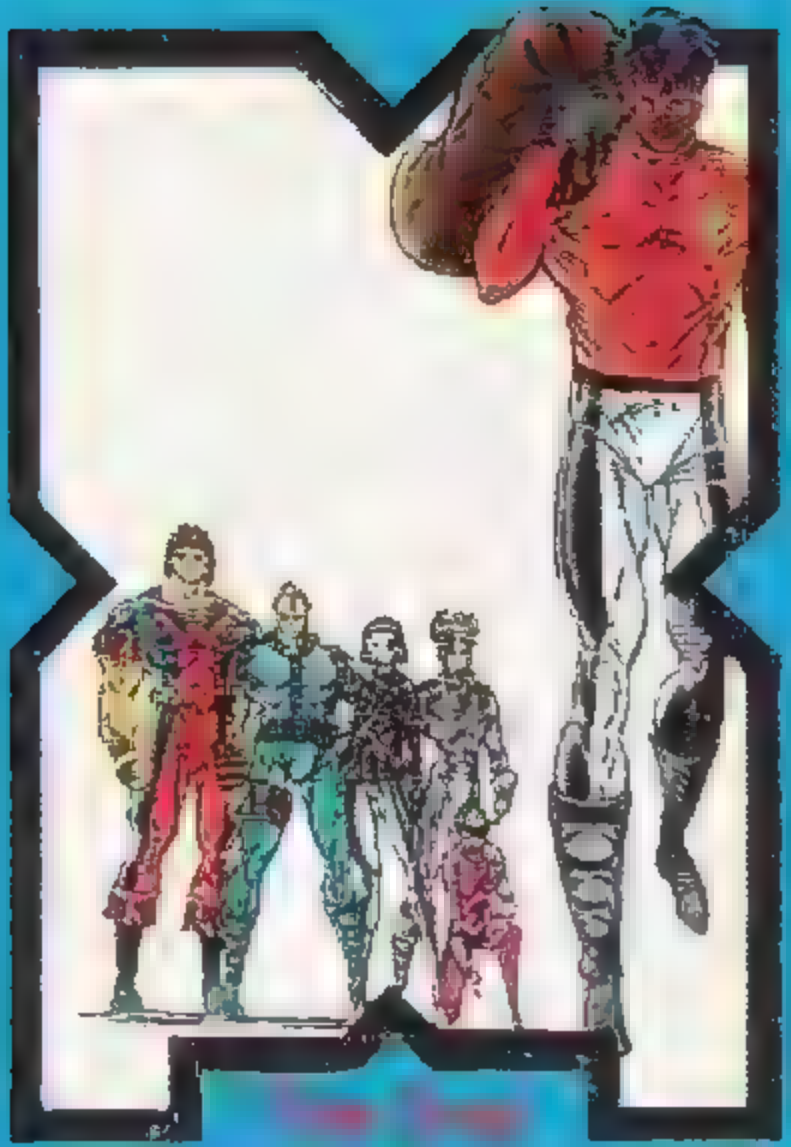
X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

62 DOMINO

The mysterious female also knows Tolliver and has come to the school under Cable's request.

X-Force. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE
trading cards

63 THE END

Sunspot prepares to leave as more new members join making a different new group

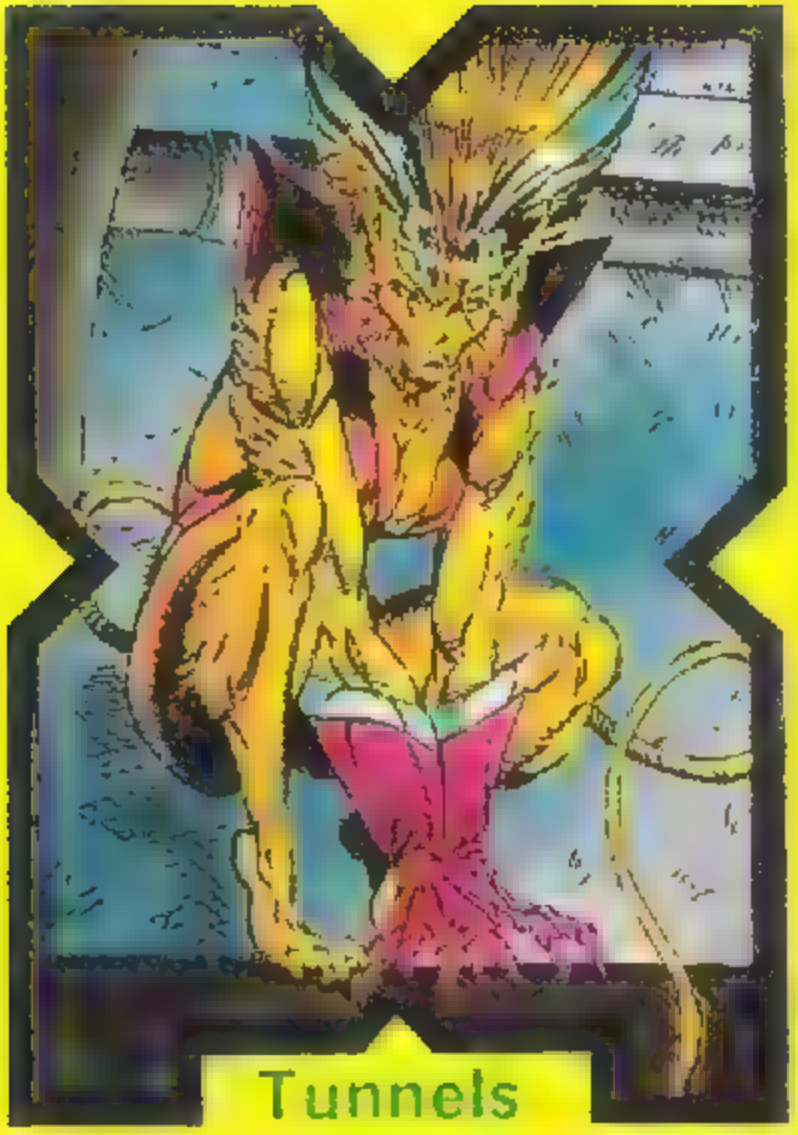
X-Force: TM & © 1991 Marvel Entertainment Group Inc. All rights reserved.

X-FORCE
trading cards

64 FERAL

Deep into the Morlock tunnels, Masque, leader of the Morlocks, is trying to force a fellow female mutant, Feral, to join his army. Masque plans to attack the topsiders soon.

X-Force. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE trading cards

65 TUNNELS

Escaping Masque Feral climbs through an access hatch from the Morlock's tunnels to Xavier's School for the Gifted

X-Force TM & © 1991 Marvel Entertainment Group Inc All rights reserved.

X-FORCE
trading cards

66 PROUDSTAR

Looking for new recruits, Cable has lunch with James Proudstar. Cable tries to convince the young Indian into making mutants survivors and not victims.

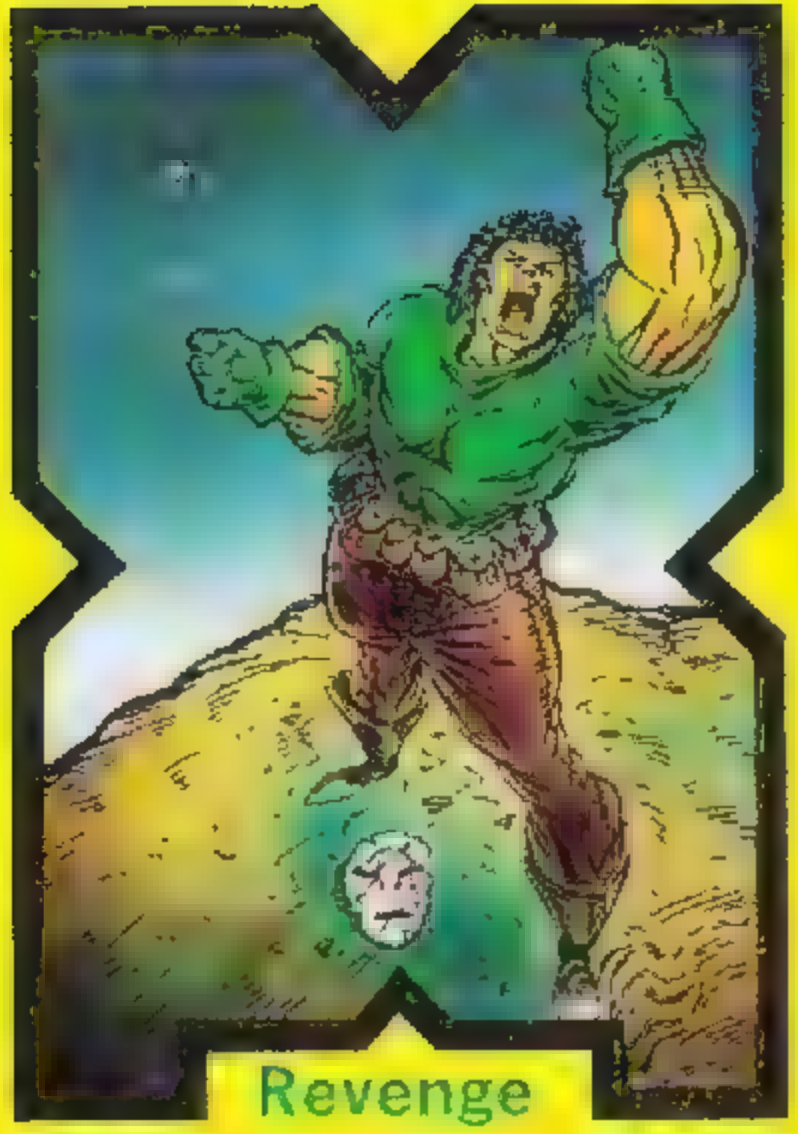
X-Force ™ & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE trading cards

67 DECEIT

Gideon shallowly comforts Roberto Dacosta regarding his father's death, while at the same time talks about Roberto's financial holdings in his father's business. He convinces Sunspot to leave

X Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

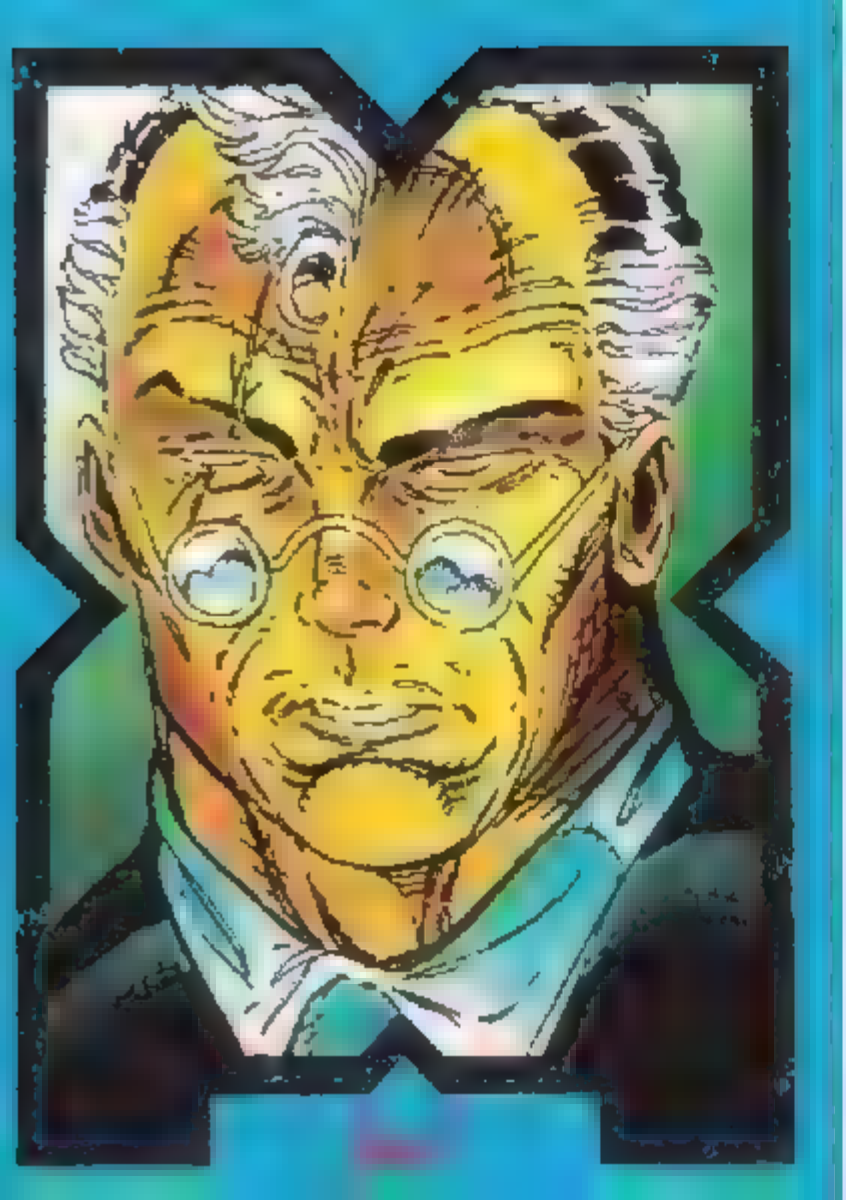


X-FORCE trading cards

68 REVENGE

James Proudstar returns to his village, Camp Verde, located near Phoenix, Arizona, to find it smoldering in ashes. Crying in agony over the loss, James looks down to see a Hellfire mask lying in the dirt. James will join Cable's crusade as long as they help him in this.

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE
trading cards

69 SO?

Roberto tells Cable that he must leave to take care of his father's affairs. Cable does not say a word to stop him.

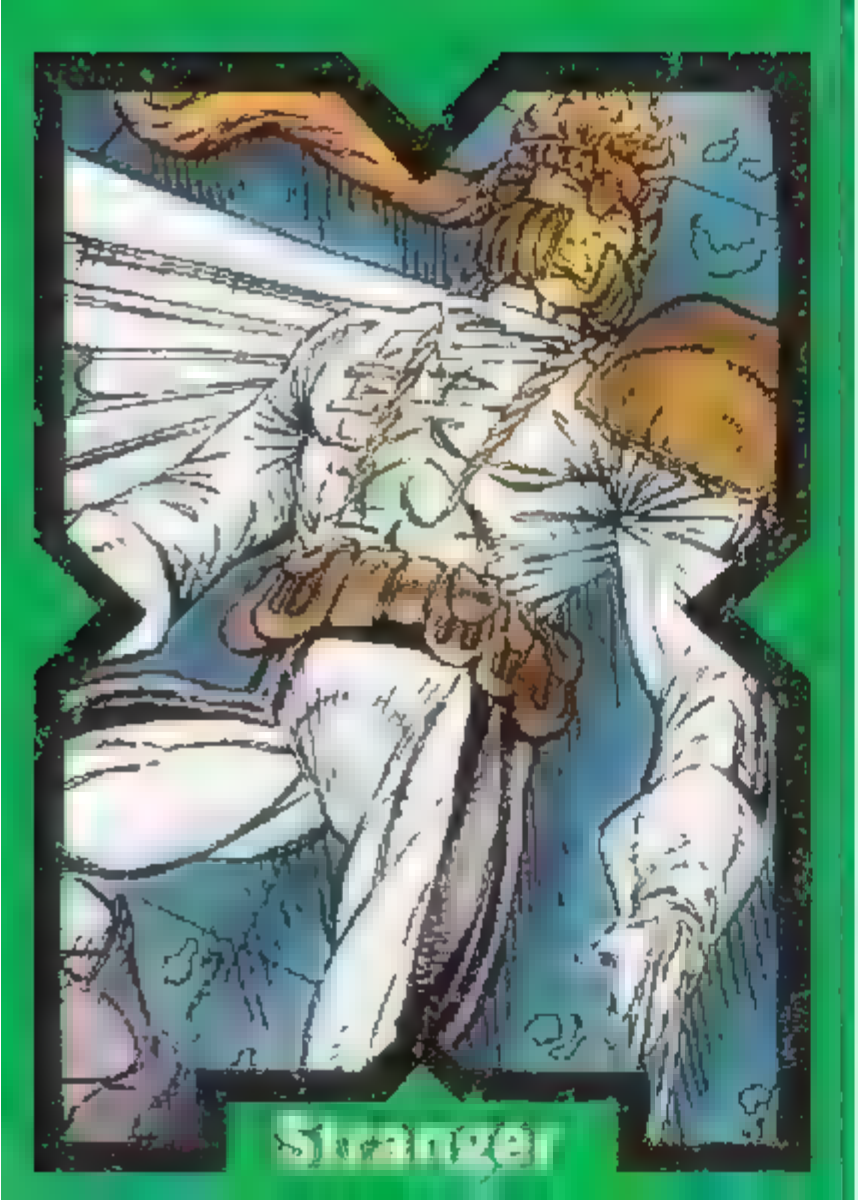
X-Force. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

70 GOOD-BYE

Saying good-bye to one of his o dest friends and found ng members of the New Mutants is difficult.

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

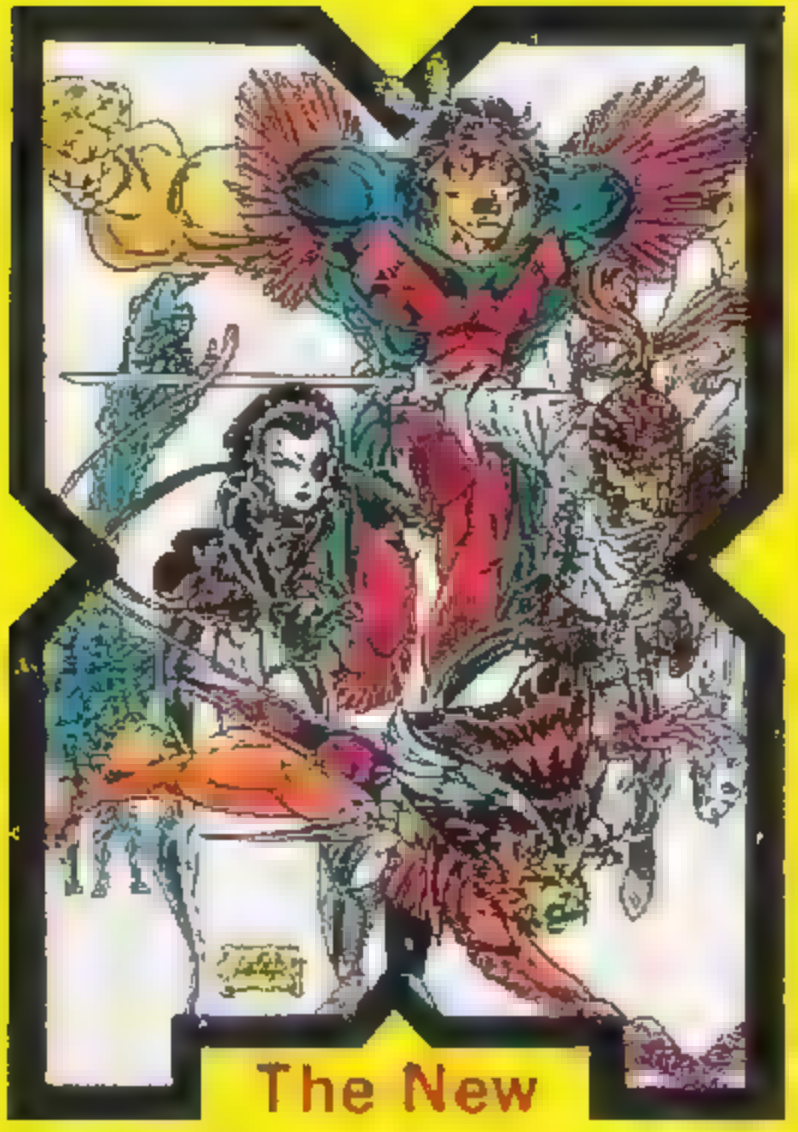


X-FORCE trading cards

71 STRANGER

Another mysterious costumed character appears on the floor of the danger room.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

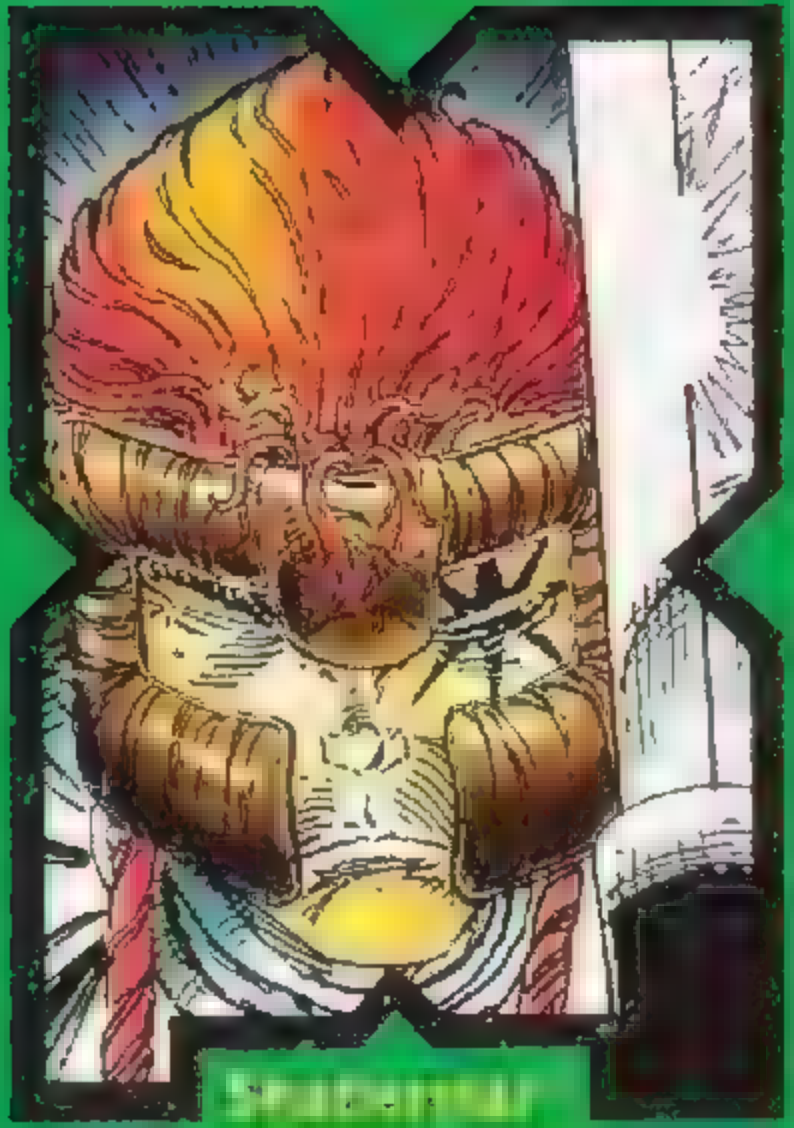


X-FORCE
trading cards

72 THE NEW

Out with the old and in with the new Cable has a new group for his crusade for mutuants

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

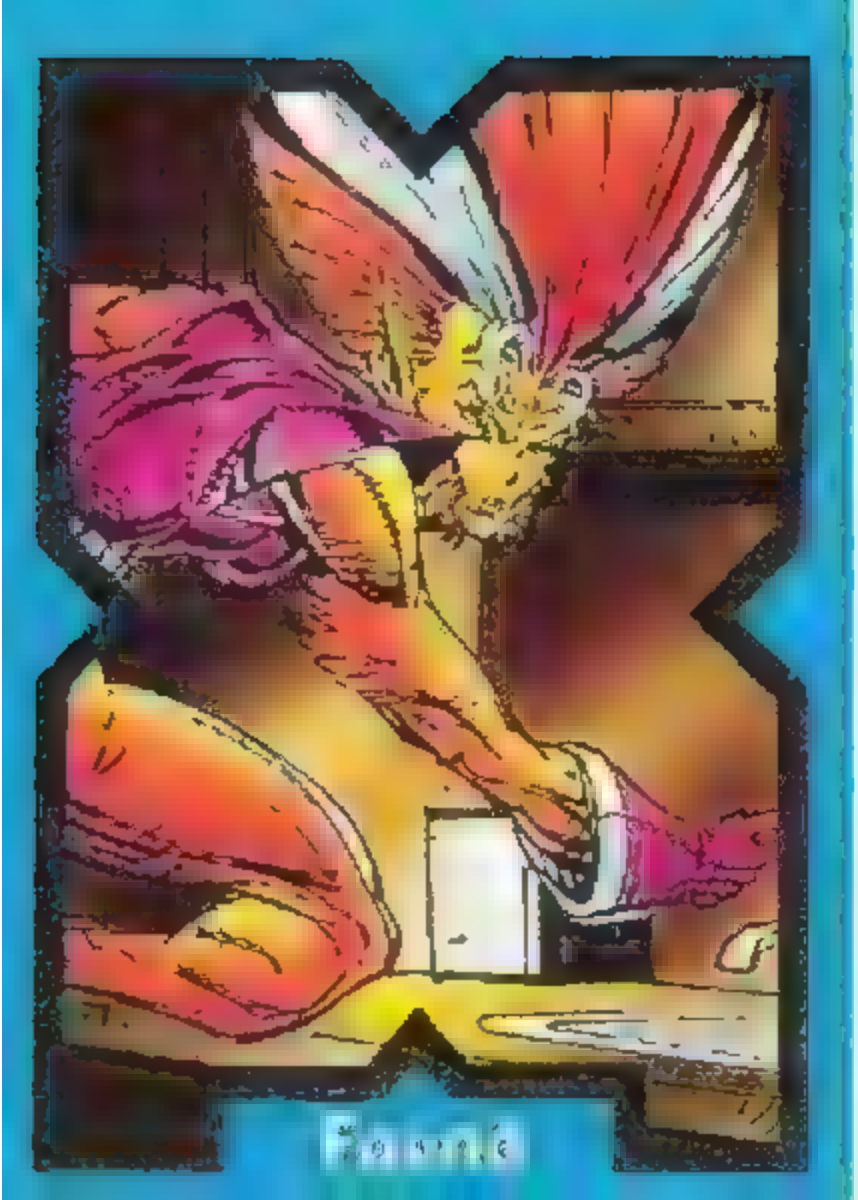


X-FORCE trading cards

73 SHATTERSTAR

With an intruder alert sounding from the danger room, the New Mutants find an escapee from Mojo's world named Shatterstar. The stranger puts up a struggle, until Cable settles him down with a one-two across the jaw.

X-Force. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

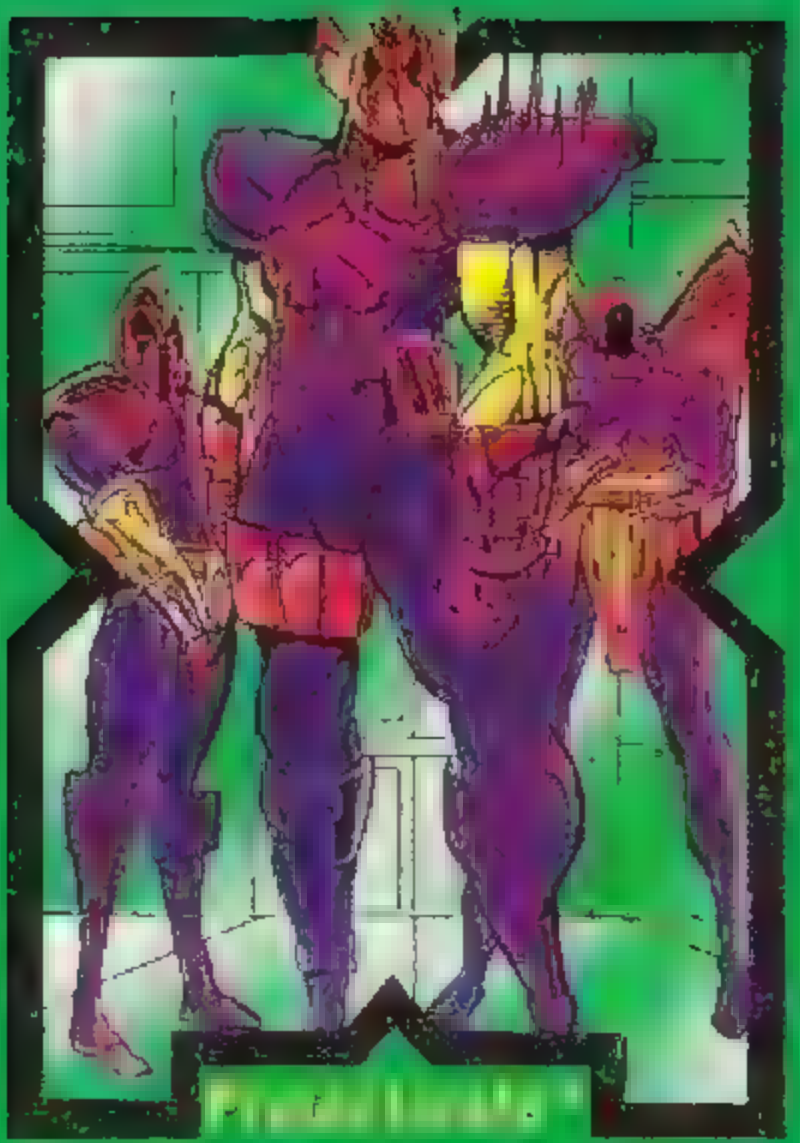


X-FORCE trading cards

74 FOUND

Trying to locate Feral, Masque and two of the Morlock henchmen search Xavier's mansion. Boom-Boom is the first to discover her in the kitchen.

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

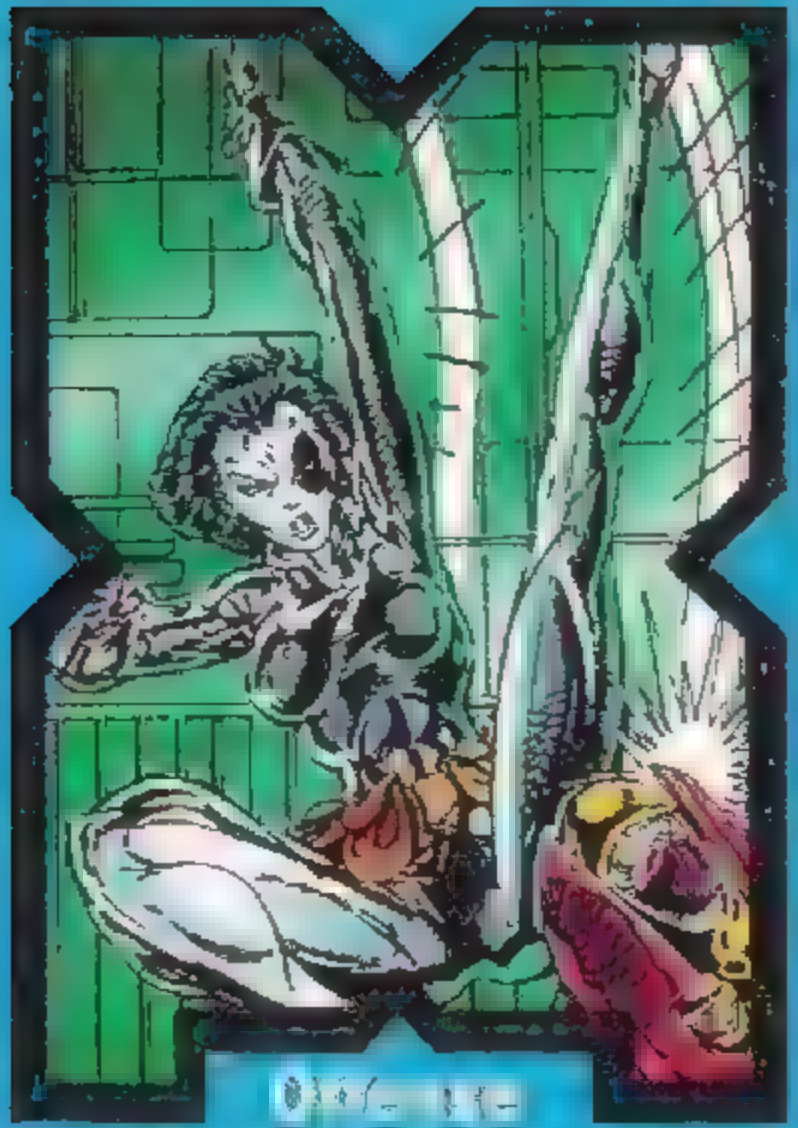


X-FORCE
trading cards

75 PROTECTORATE

An alarm goes off, alerting Shatterstar that the Imperial Protectorate from Mojo's world has come for him

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE trading cards

76 OFFENSE

What better defense then an offense, as Domino takes the in tiative against the Protectorate

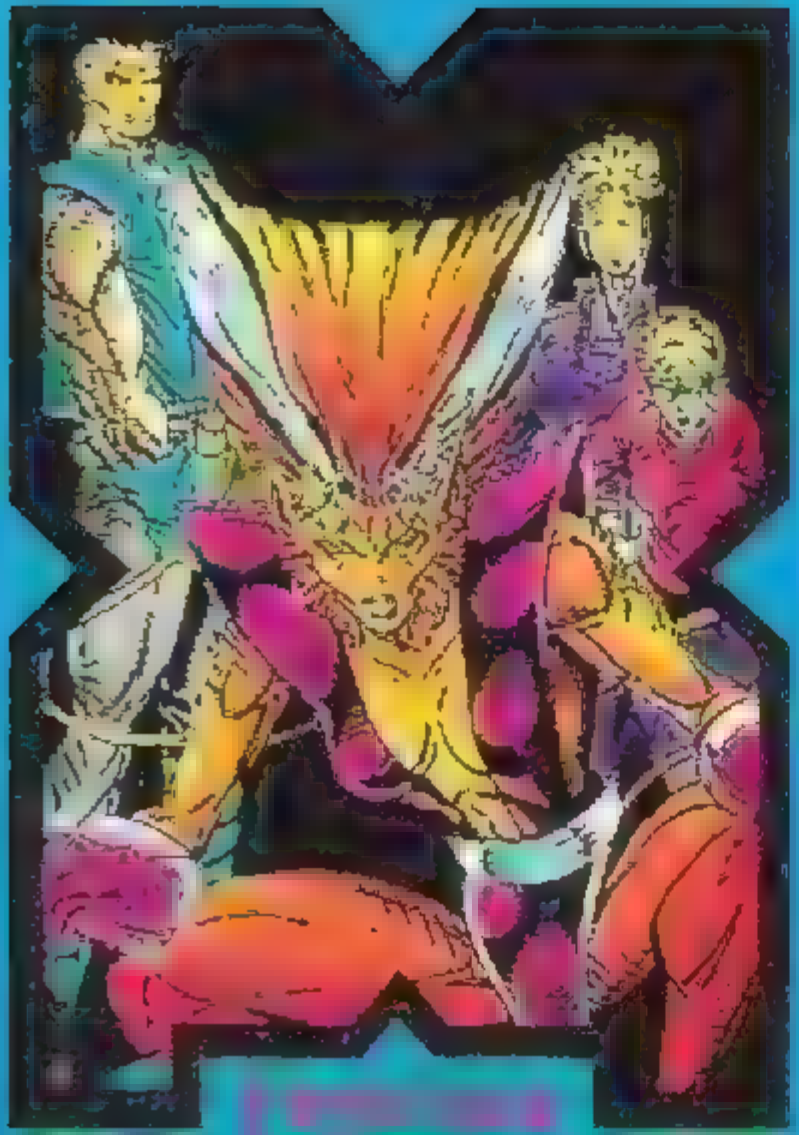
X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE trading cards

77 TEAMWORK

Cable's entire team joins Shatterstar, including the newcomer, Feral, in fighting Mojo's soldiers

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

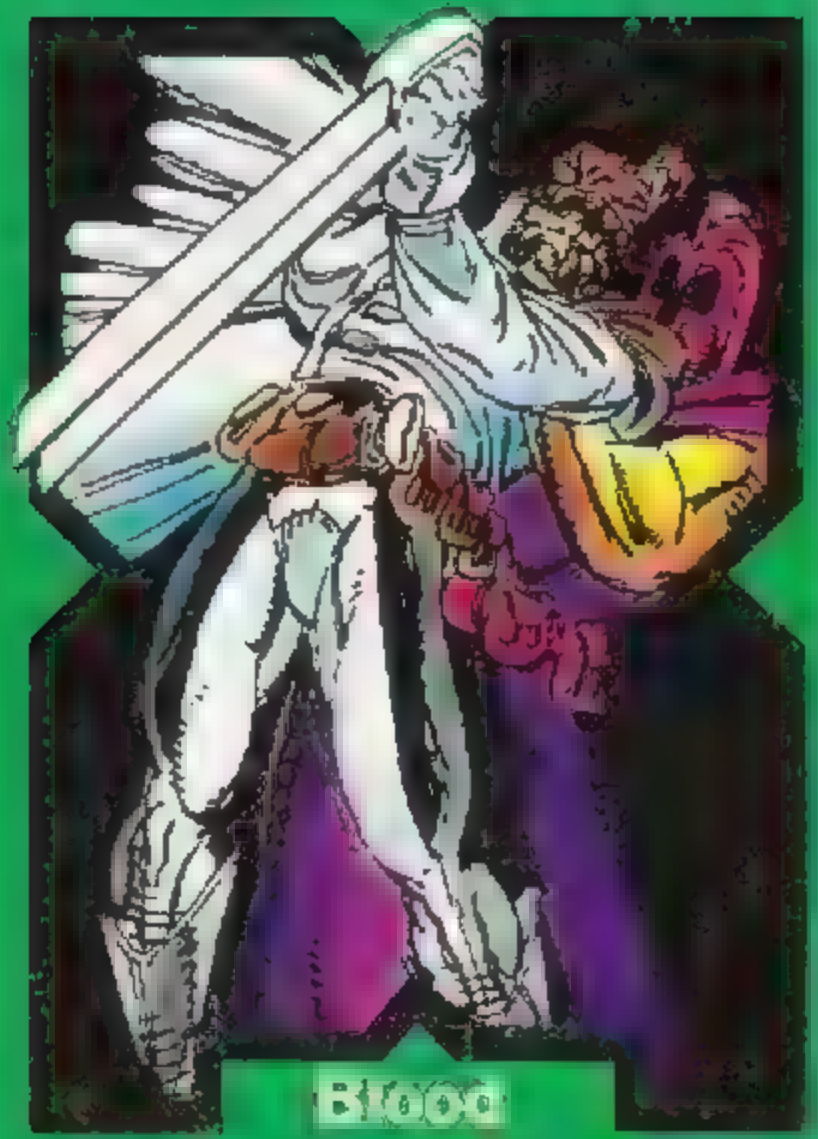


X-FORCE trading cards

78 FEROCIOUS

During the fight, Feral proves her fighting ability and ferocity. She is worthy of being a member of Cable's team.

X Force™ TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE
trading cards

79 BLOOD

Snatterstar came to Xavier's School to find the X-Men. He needs them to help overthrow the rule of Mojo V as Longshot had attempted. Cable's group is not the X-Men but Snatterstar should not be disappointed.

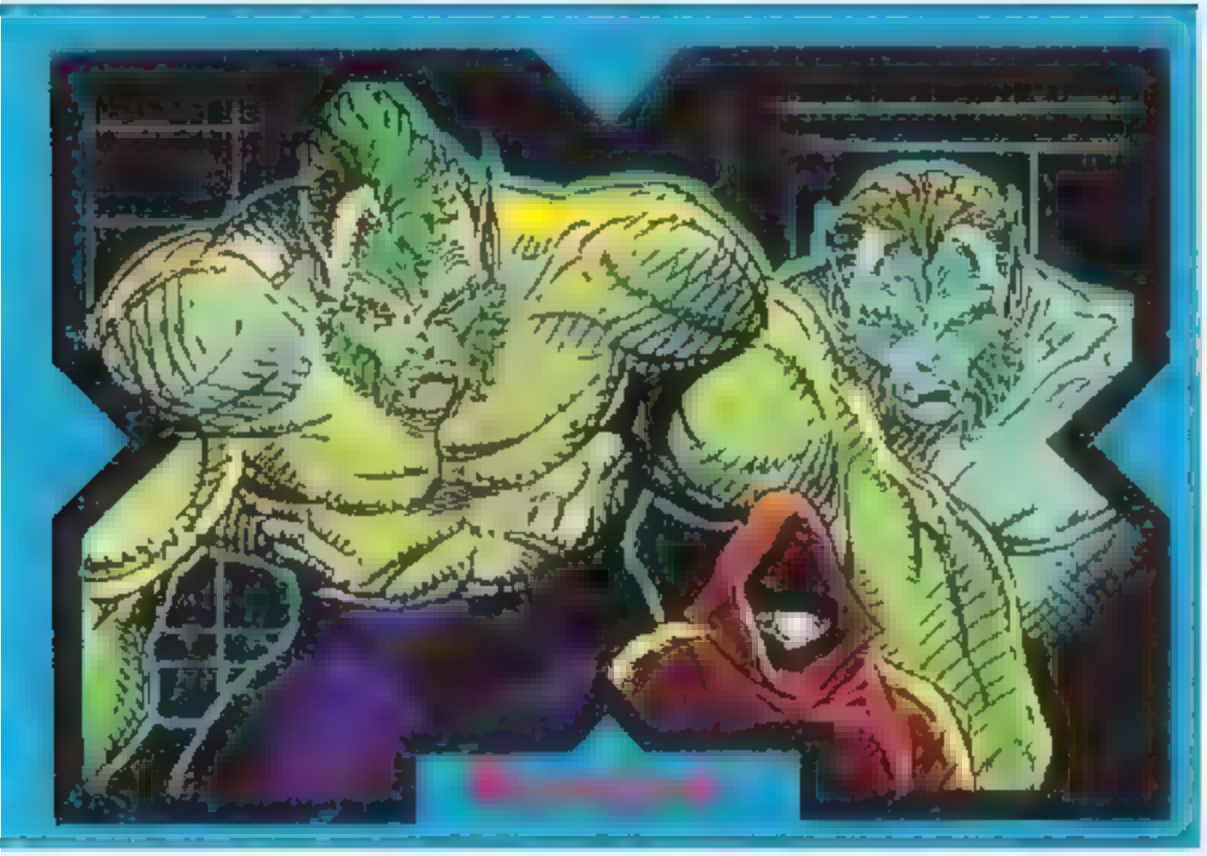
X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

80 WARRIOR

Shatterstar is a blood warrior of the Cadre Alliance. He is not afraid to kill

X Force. TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

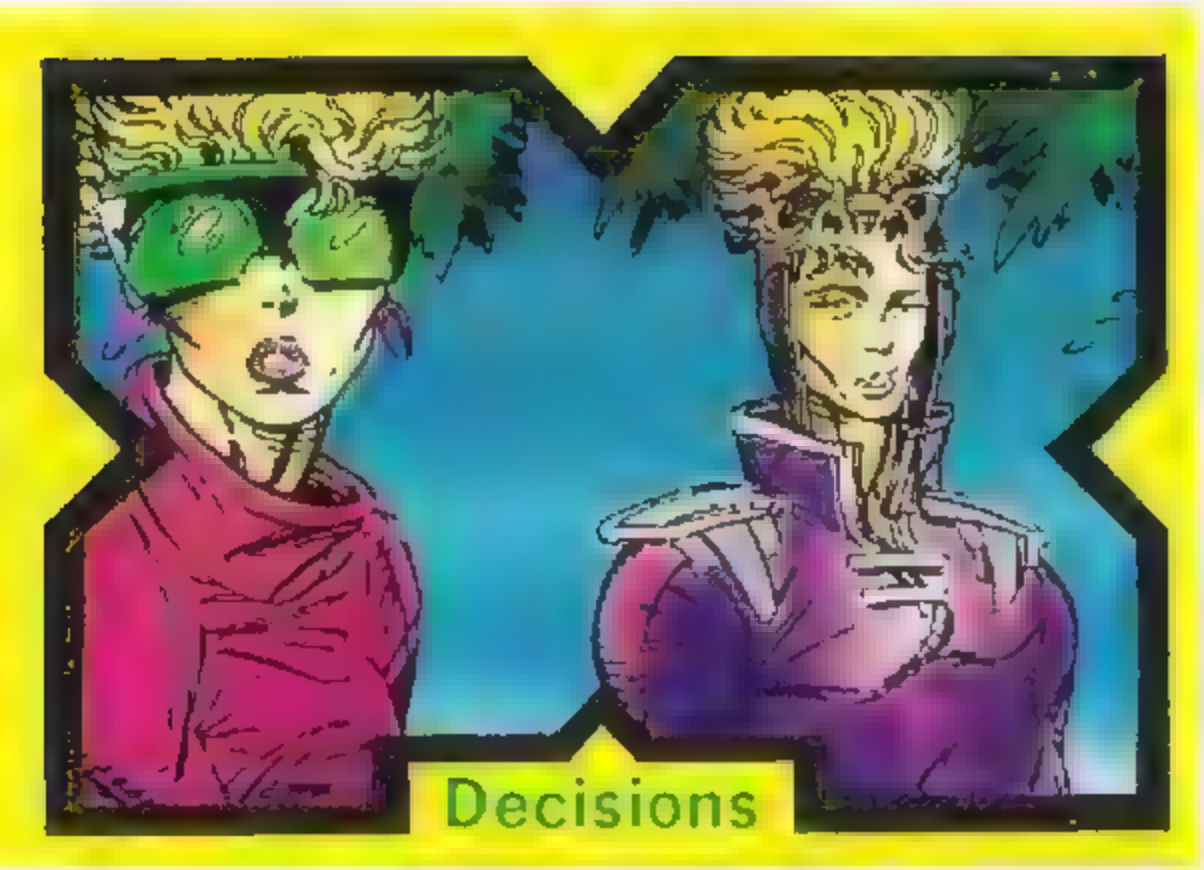


X-FORCE trading cards

81 MASQUE

After Mojo's soldiers are defeated Masque threatens Cable as his two goons approach. Without hesitation, Cable pulls his gun and kills one of Masque's Morlocks, ordering Masque to get out.

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.



X-FORCE
trading cards

82 DECISIONS

Cable has decided to change head quarters, since the location is known to too many would be attackers. With all the changes, Cannonball and Boom-Boom have to decide whether to go or stay. Hoping to make a difference, they stay.

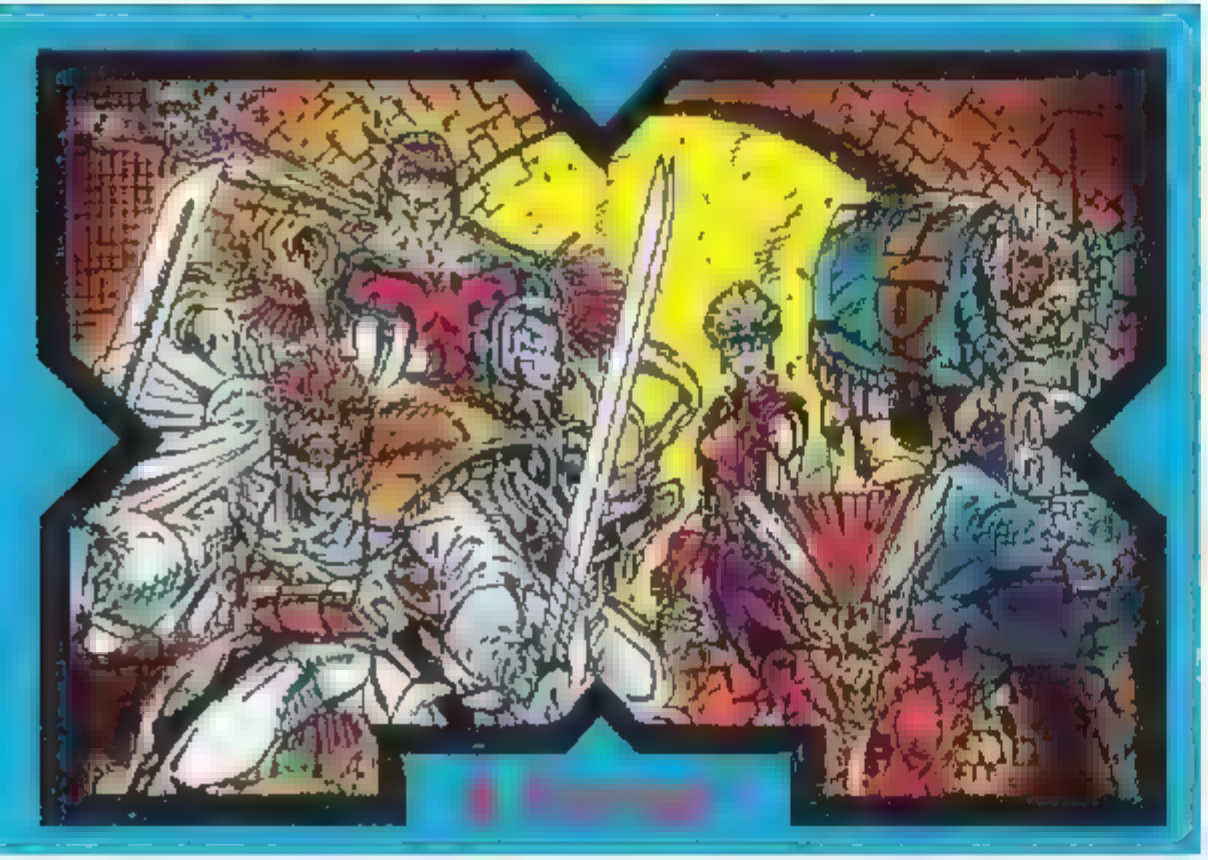
X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

83 UNMASKED

Stryfe unmasks himself revealing a high hairline, facial scar and bionic eye, all similar to Cable's physical characteristics. The mystery continues.

X-Force™ & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

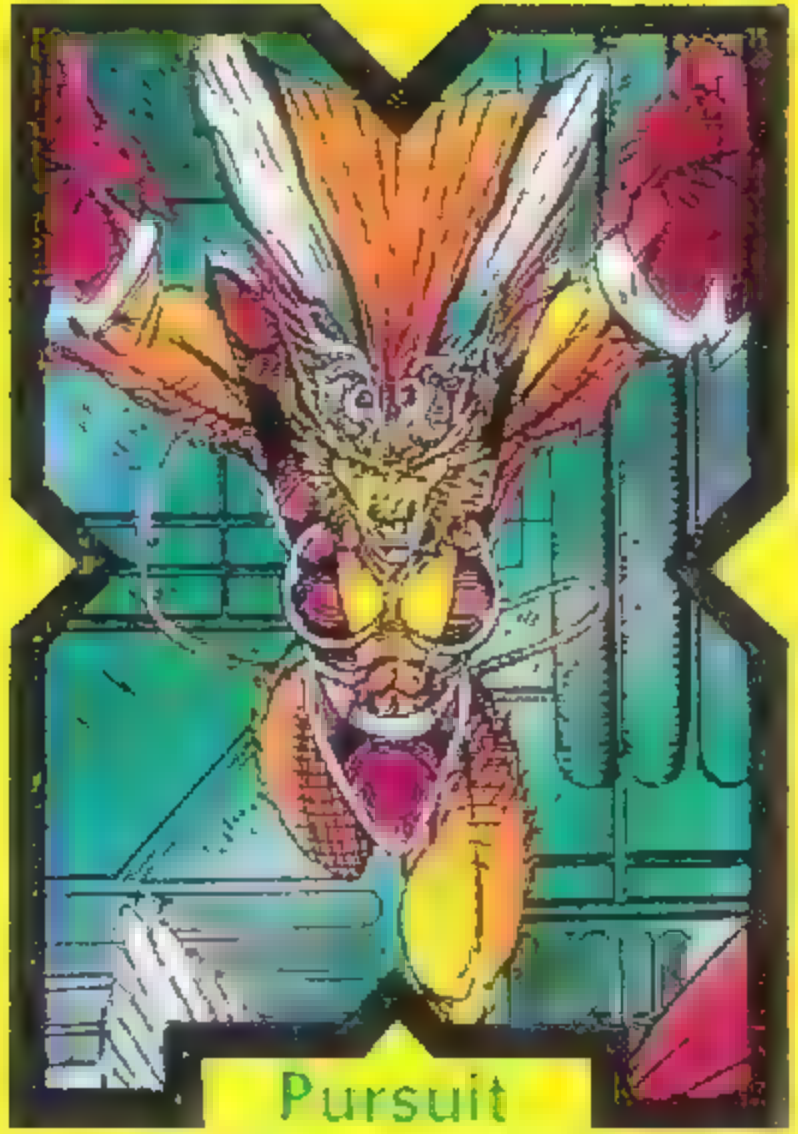


X-FORCE trading cards

84 X-FORCE

This is the new team of mutants following Professor Xavier's original intentions of fighting for equal justice for mutants and humans alike with all people peacefully co-existing.

X-Force: TM & © 1991 Marvel Entertainment Group Inc. All rights reserved.

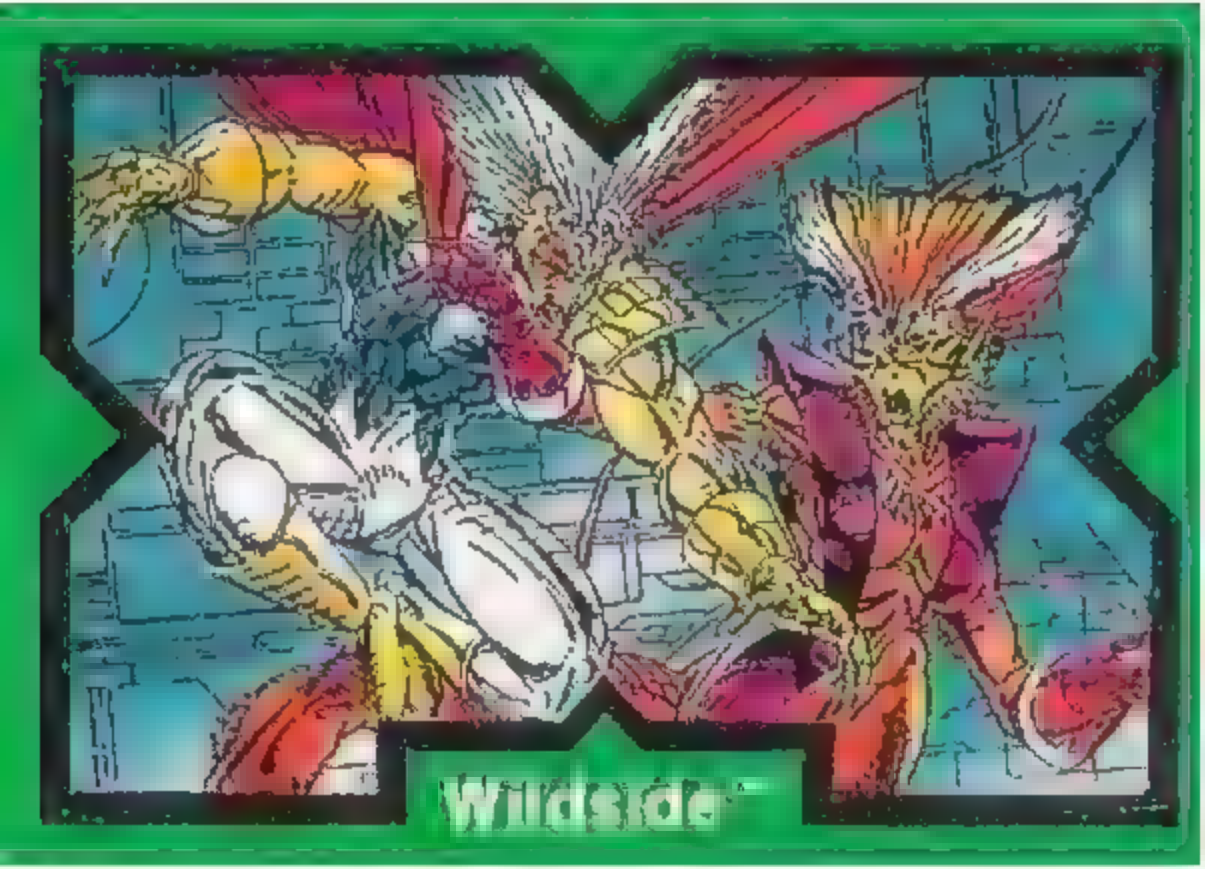


X-FORCE
trading cards

85 PURSUIT

X-Force has flown to Antarctica in pursuit of the terrorist group the Mutant Liberation Front. They attack the Front at one of its headquarters, in search of its leader, Stryfe

X-Force TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved



X-FORCE
trading cards

86 WILDSIDE

Feral attacks Wildside and snaps his jaw

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved

X-FORCE
trading cards

87 TERRORIST

Instead of waiting to be attacked, X-Force takes the battle to the bad guys. Under Cable's training, learn who is out to harm you and assault them first.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE
trading cards

88 REAPER

Shatterstar shows no mercy in battle as he cuts off the Reaper's hand during the fight.

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

War

X-FORCE trading cards

89 WAR

To improve all mutant's reputations, groups like the Hellfire Club and the Mutant Liberation Front must be stopped. The war continues . . .

X-Force: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved.

X-FORCE™

Trading Cards

1-New Mutants
2-The Vulture
3-The Plan
4-Escape
5-Nitro
6-Freedom Force
7-Rusty & Skids
8-Cable
9-The M.L.F.
10-Dark Valkyrie
11-Going Home
12-I'm Staying
13-All Aboard
14-Stryfe
15-Gunfire
16-Break-Out
17-Captured
18-Join Us!
19-X-Factor
20-Mystique
21-Fight!
22-Defense
23-New Leader
24-Sabretooth
25-Caliban
26-Razor
27-To The Death
28-Snap!
29-Skrulls
30-Sunfire
31-Sleet
32-Poison
33-Uh Oh
34-Wolverine
35-The Bold
36-Captured
37-Whoa!
38-Pals
39-Free
40-Dropping In
41-Get Out
42-A Hero Falls
43-Hodge
44-Let's Move
45-Stop!

X-FORCE: TM & © 1991 Marvel Entertainment Group. All rights reserved. Produced by Comic Images, Saddle Br NJ 07662. Designed by McNabb Art Studio.

Checklist

X-FORCE™

Trading Cards

46-Beast
47-Genosha
48-Jubilee
49-Archangel
50-Mutate
51-Gambit
52-What-to-do
53-Restored
54-Rahne
55-Charges
56-Gideon
57-Dad
58-Get Rahne
59-Assassin
60-Deadpool
61-Stopped
62-Domino
63-The End
64-Feral
65-Tunnels
66-Proudstar
67-Desert
68-Revenge
69-Sc?
70-Goodbye
71-Stranger
72-The New
73-Shatterstar
74-Found
75-Protectorate
76-Offense
77-Teamwork
78-Ferocious
79-Blood
80-Warrior
81-Masque
82-Decisions
83-Unmasked
84-X Force
85-Pursuit
86-Wildside
87-Terrorist
88-Reaper
89-War
90-Checklist

X-FORCE: TM & © 1991 Marvel Entertainment Group, Inc. All rights reserved. Produced by Comic Images, Saddle Brook, NJ 07662. Designed by McNabb Art Studio.

Checklist